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LATEST ADRENALIN RUSH

G



TETRISPHERE

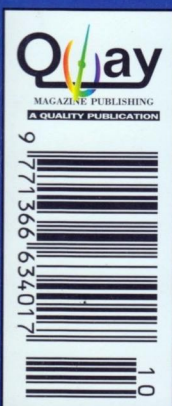
A PUZZLING REVIEW

ZELDA 64

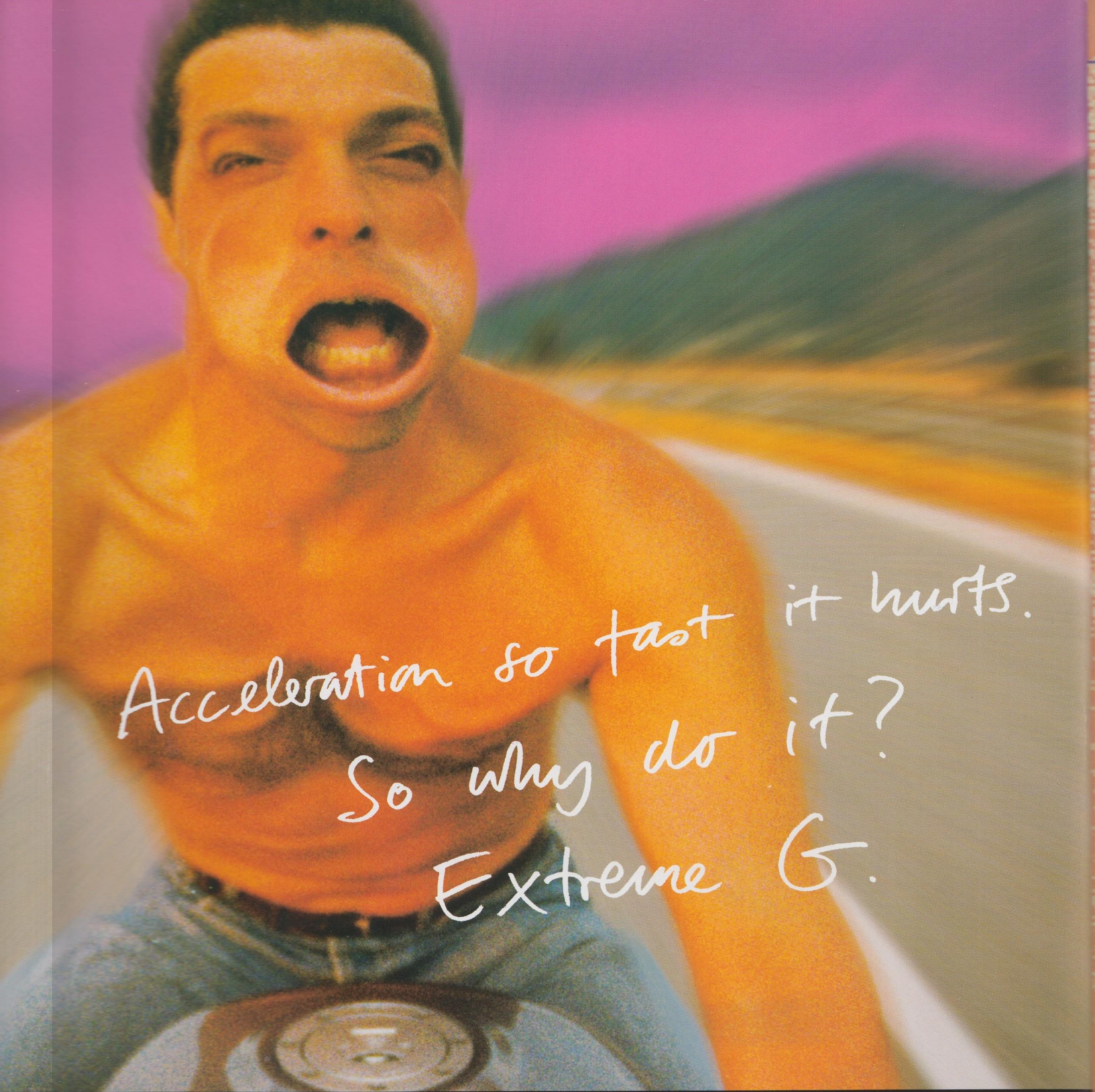
LATEST NEWS AND SHOTS

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I am writing this at 5:45 AM on a Sunday morning, after another frenzied night's work in the 64 extreme office in an attempt to finish this issue before we depart for this year's European Computer Trade Show. Although not as big as America's E3 show or the Japanese Shoshinkai show, ECTS is still a very important show and a useful pointer of how each format is performing in Europe. Needless to say, we will be bringing you a full report of all the developments in the next issue. I guess we have to justify our expenses somehow!

Speaking of our next issue, I am pleased to announce that this fine organ will increase in size from 84 pages to a bloated 100 pages. For those of you who aren't too hot at maths, that is an extra 16 pages for the same price of £2.95.



It is with a sense of sadness and giddy euphoria that I have to report that as of this issue we will be losing our much loved staff writing duo of Dazza (the spazza) Herridge and Saul (Maurice) Trewern. They have both been lured over to the dark side and will now be editing Quay Magazine Publishing's latest block busting publication, extreme PlayStation, which will be available at all fine magazine outlets on the 28th November, priced £2.95. I'd like to thank them for all their hard work, but that would of course be a whopping great lie! Seriously though, they will both be sorely missed and I wish them both well. Of course, as one door closes another opens, while every cloud has a silver lining and there is a pot of gold at the end of each rainbow. All of which has nothing to do with our latest multi million pound signing from Juventus (OK then Shropshire!), in the form of Ian (don't call me Ozzie) Osborne who is now the proud owner of a 64 extreme Deputy Editor's hat. Welcome along Ozzie!

Calling all N64 related fanzine Editors, could you please send in your latest issue to the usual address for inclusion of a feature that we are currently working on. We also want to hear from readers who have complaints and horror stories to tell about their local games retailers.

Right I'm off to Olympia! Enjoy this issue

Cheers

Pete

P.S. Osborne

**YOU COULDN'T BEAR TO MISS THE
VERY LATEST SHOTS OF BANJO AND
KAZOOIE IN OUR NEW WORK IN
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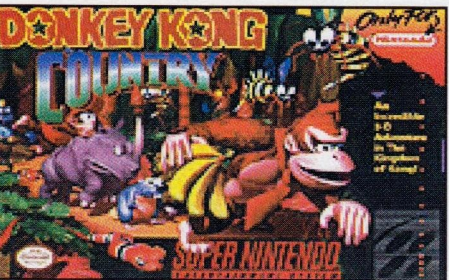
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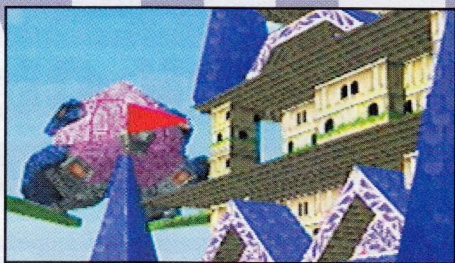
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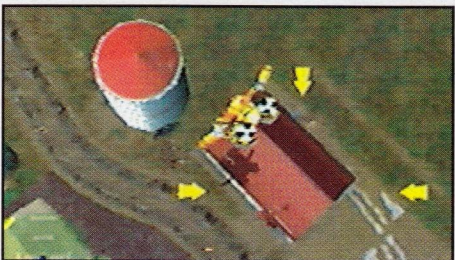
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review guide

OVERALL SCORE - 0-50%
Dire beyond words, do not buy this game under any circumstances.

OVERALL SCORE - 51-70%
Very poor. Not worth considering unless you are a big fan of the genre with lots of spare cash.

OVERALL SCORE - 71-80%
Pretty good but room for improvement. Try before you buy.

OVERALL SCORE - 81-90%
This is a good game that we would recommend you check

out. Falls just shy of greatness.

OVERALL SCORE - 91-100%
A fantastic game that you have to seriously consider buying. A game over 90% may well be honoured with the X-factor award.

THE X-FACTOR
This rare honour is bestowed upon a game destined to be a classic. Some games have a certain indefinable mark of greatness about them. We call that mark the X-factor.





STOP PRESS

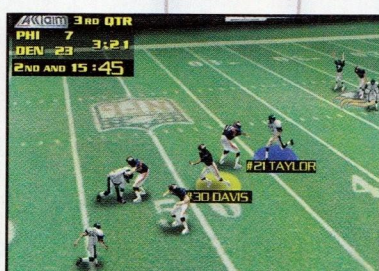
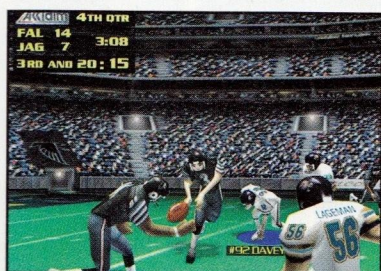
PSX QUARTERBACK CLUB '98 SACKED IN ENDZONE

UNDERSPEC'CED **PLAYSTATION** CUT FROM ACCLAIM'S GRIDIRON ROSTER

Acclaim's forthcoming American football game *Quarterback Club '98* is now to be released solely on the N64. A PlayStation conversion was originally planned, but this has now been dropped.

The game features advanced 3D polygon hi-res graphics running at 30 frames a second. Acclaim developed the game engine on the N64, but attempts at converting it to the PlayStation proved

disappointing. An Acclaim spokesperson said, "We just didn't feel that the PlayStation version of the game stacked up to our revolutionary Nintendo engine." 64 extreme will have an exclusive review of *Quarterback Club '98* next issue. Aren't you glad you bought an N64?

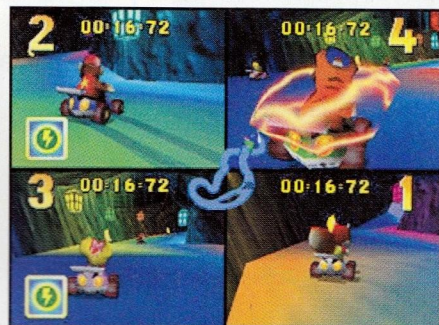


KAN KONG KRUSH MARIO KART?

DIDDY KONG RACING SPEEDS ON TO THE N64

Now here's a weird one. *Diddy Kong Racing* looks like *Mario Kart 64*, features a character from Mario's world and in part, even plays like *Mario Kart 64*, but it's not a sequel.

Instead, it's a racing/adventure crossover which UK developers Rare describe as 'truly genre-busting'. Let's get the racing over with first. You get to choose from eight racers. Some (e.g. Diddy Kong) are familiar Rare characters and



offer, taking you through rivers, waterfalls, tunnels, canyons, lava, snow, hills and lagoons, all with three different crafts to choose from. These are a kart (obviously), a hovercraft and an aeroplane.

Details are sketchy as we go to press, but exploring the areas around the tracks often yields rewards and some levels have boss characters for an added

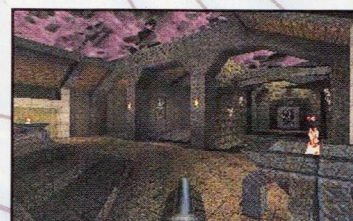
challenge. We understand platform scenarios must be completed to access different modes too. 64 extreme is going to Rare to take a look at the game, so expect an in-depth preview next issue.



others are completely new. Look out for Banjo the Bear (from the forthcoming N64 game, *Banjo and Kazooie*) and Conker the Squirrel (ditto). There are 20 courses on



QUAKE DELAYED FOR RESHAKE



MIDWAY HOLD BACK THE GAME TO INCLUDE MULTIPLAYER OPTIONS

In response to demands from N64 gamers, Midway have delayed the release of the forthcoming *Quake 64* in order to include multiplayer options.

These will be similar to the 'deathmatch' levels enjoyed by the PC *Doom* outings (but sadly, not *Doom 64*) and our own *GoldenEye 007*, where several human players stalk the game's 3D environment, hunting and killing each other with weapons found along the way. A Midway source explained, "The developers wanted to do it all along, we just weren't sure if people would be willing to wait."

According to industry sources, the game is running fine with two players already and Midway hope to include up to four players. Some of the deathmatch levels will be exclusive to the N64, never before seen on any version of *Quake*. Memory card and Rumble Pack compatibility will also be included. *Quake 64* is now to be released in March of next year. Fans were disappointed with *Doom 64*'s lack of multiplayer mayhem, so the additions to *Quake 64* should be well worth the wait.

BOARD GAME FOR BORED GAMERS?

THAT OLD WARHORSE CHESS COMES TO THE N64



Now here's a weird one. Chess has been around for centuries, has been converted to home computers and consoles throughout video gaming history (anyone remember chess on the ZX81?) and is now being released on the latest and greatest console ever.

Virtual Chess 64, from Titus Software, features 2-D and 3-D boards and a 3-D cartoon battle mode, where animated pieces walk across the board and slay an opposing piece when taking it.

The game is pitched at beginners and experts alike, with a step-by-step tutorial for non-players and advanced built-in strategies for the budding (or even current) grand master. You can test your strategies in real time by playing four boards at once, showing how single moves can change the course of a game, and up to four players can play simultaneously; don't ask why, we don't know either.

In this day and age, a chess conversion has to be really great to be worth buying. After all, how can the game make use of the machine's capabilities? There may be options to redefine graphics and colours, but black and white standard pieces are quite sufficient anyway. There may be snazzy animated battle sequences, but you soon see all they've got to offer and switch them off for speed's sake. Maybe you can rotate the 3D board, but the 2D one is more practical to play on. And who cares about the sound anyway?

A chess game can never really benefit from the amazing sonic and graphic capabilities of the N64 (the ZX Spectrum could do everything that needs to be done in this respect), but its high-powered processor could make for a tougher nut to crack in the artificial intelligence department. After all, only recently IBM's Deep Blue chess computer beat world champion Garri Kasparov.

Titus have yet to offer a release date for this curious conversion, but it's expected early next year.

I'M DREAMING OF A SHITE CHRISTMAS...

WILL SOFTWARE DELAYS RUIN THE FESTIVE SEASON FOR NINTENDO?

Delays in getting games out onto the streets in time for the Christmas rush could, according to some analysts quoted in the influential American newspaper USA Today, harm sales of the N64.

The machine needs a good festive season to keep pace with Sony's three-year-old PlayStation, which already has a large number of dedicated games. Games which have suffered delays include Major League Baseball, featuring Ken Griffey Jr, Yoshi's Story and Banjo and Kazooie, which won't now be released until early 1998.

It looks likely that Nintendo will have 40 titles out by Christmas (in the USA), compared with the 280 games available for the PlayStation, though as we all know, quantity is no guarantee of quality.

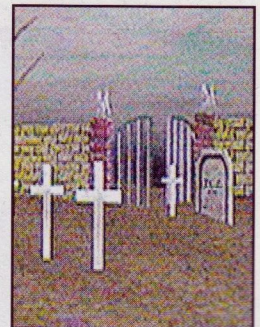
Not everyone agrees. Jim Pride, Product Manager at Nintendo's UK distributor THE Games, said, "The much-vaunted 200-plus games for the PlayStation is no indication of quality, not if 150 of them are crap". People like quality and that's what the N64 has in abundance.

N64 CENETERY

Human Wrestling Human Entertainment

Alas, Human Entertainment's second N64 outing, the grip-and-grappler Human Wrestling, is as dead as Hulk Hogan's film career. Worse still, the company is turning its back on the N64 completely, concentrating for the time being on other projects. Here at 64 extreme we have our doubts about this being a permanent move - after all, Electronic Arts abandoned the N64 stating that the format was not lucrative enough, but changed their minds when they saw the great games being produced for it and (more importantly) how well they were selling.

Human Wrestling is dead and buried, but you never know - it might come back. Human Entertainment's last game, Human GP (F1 Pole Position outside Japan) wasn't up to much though, scoring a mere 60% in Issue #3. Perhaps this bone-bender's demise is no great loss.



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Hexen	£49.99
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Killer Instinct Gold	£59.99
Pilotwings 64	£59.99
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Mario Kart 64	£69.99

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GoldenEye	£79.99
Star Fox 64	£49.99
Star Fox 64 + Rumble Pak	£64.99
Pilotwings 64	£39.99
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ZELDA AND YOSHI TO GET A 'BIT' BIGGER

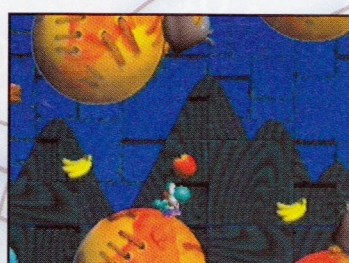
MIYAMOTO'S FORTHCOMING BLOCKBUSTERS TO BE EXPANDED

The next two games from Nintendo's creative genius Shigeru Miyamoto, are to be greatly expanded and improved. **Zelda 64**, the most eagerly awaited game since Mario 64, is now twice its original size while **Yoshi's Story** (previously **Yoshi's Island**) is 33 percent bigger. The extra memory will be used for improved sound and graphics, more levels, more characters and stronger aesthetics.

Zelda 64 is now advertised as having 256 megabits, with Yoshi's Story

clocking in at 128. Even stripping away the hyperbolic, irrelevant term 'megabit' (the term doesn't really exist and was invented to make memory sizes look more impressive), the games still boast an amazing 32 megabytes for Zelda and 16 for Yoshi's Story. Even the superlative Mario 64 was only 8 megabytes, and we know how good that was. Zelda 64 will still be compatible with the forthcoming 64DD Drive.

Yoshi's Story is scheduled to reach store shelves in fall 1997, while Zelda 64 will appear sometime next year.



YET MORE ZELDA STUFF

THE VERY LATEST INFORMATION ON ZELDA 64



More details are emerging regarding features in Link's latest adventure, Zelda 64.

Link has a horse to ride in this outing. To date, he can only walk alongside his equestrian companion, but in the final version he'll be able to ride it. Rumour has it that certain button combinations will offer stunts and tricks WaveRace 64-style, but this is yet to be confirmed. Another of Link's companions is Popiries the phylon, a fairy-like creature who not only protects Link, but also tells you whether other characters are good or bad by turning into different colours.

Much like Arsene Wenger, Link has an impressive arsenal! His long sword cuts enemies to ribbons when outside, but for fighting indoors he uses his shorter blade. Each sword has its own special attacks activated with the analogue controller. The longbow is catered for too.

Link himself can jump in Zelda 64, but unlike (for example) Mario, his jumps are realistic in terms of height and length. Jumping will prove essential for defeating certain obstacles, but superhuman jumps aren't needed. Game designer Shigeru Miyamoto says, "I've always tried to create places in a video game which don't exist in the real world. You might even feel like you've actually been there. You might want to curse the person who created the dungeon. Maybe you'll have a nightmare". Judging what we've seen of the game so far, he could well be right. Check out our Work in Progress section for the very latest screen shots of this great game.



COMPO CORNER

What's this guy on about?

Something rather puzzling came to our attention this month here at 64 extreme. Dr Tom Shakespeare, writing in the Guardian and quoted in Private Eye's Pseudos Corner, says the following about computer games:

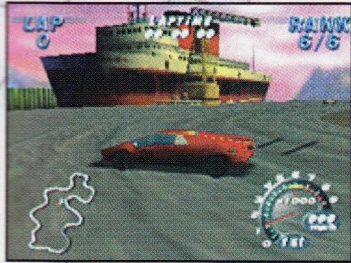
"Videogames are a symptom, not a cause, of social degeneration... The triumph of Tomb Raider's Lara Croft and Mario the Plumber is part of the tendency towards the privatised, consumerist post-modern condition that is reflected in many other areas of life". Has anyone got the faintest idea what he's talking about? If you think you know, write in and tell us. There's a mystery prize for the three best (or most sarcastic) answers we receive. Send your entries to **'WHAT'S THAT MAD GIT ON ABOUT' COMPO, 64 EXTREME**, Quay Magazine Publishing, Quay House, The Quay, Poole, Dorset B15 1HA.

N64 RELEASE DATES

US RELEASE DATES

SEPTEMBER

09/97 - Multi-Racing Championship (Ocean)
09/97 - Mischief Makers



(Nintendo/Treasure)

09/97 - Lamborghini 64 (Titus)

OCTOBER

10/97 - F1 Pole Position 64 (Ubi Soft)
10/97 - Jeopardy! (Take 2/Gametek)
10/97 - Mace: The Dark Age (Midway)
10/97 - Wheel of Fortune (Take 2/Gametek)



20/10/97 - Clay Fighter 63 1/3 (Interplay)
20/10/97 - Extreme-G (Acclaim)
20/10/97 - Top Gear Rally (Midway/Kemco/Boss)
28/10/97 - NFL Quarterback Club '98 (Acclaim)

NOVEMBER

11/97 - Aero Fighters Assault (Video System USA)
11/97 - WCW vs. NWO: World Tour (THQ)
04/11/97 - MK Mythologies: Sub-Zero (Midway)
11/11/97 - Madden 64 (EA Sports)
11/11/97 - San Francisco RUSH (Midway)
14/11/97 - Duke Nukem 64 (GT Interactive)
15/11/97 - Robotron 64 (Midway)
18/11/97 - Wayne Gretzky's 3D



Hockey '98 (Midway)
24/11/97 - Diddy Kong Racing (Nintendo/Rare)

DECEMBER

01/12/97 - Bomberman 64 (Nintendo/Hudson)
20/12/97 - NBA In The Zone '98 (Konami)

4TH QUARTER '97

TBA - Robotech: Crystal Dreams (Gametek)
TBA - Space Station: Silicon Valley (BMG Entertainment/DMA)

1ST QUARTER '98

TBA - Bio Freaks (Midway)
TBA - NHL Breakaway '98 (Acclaim)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble (Ubi Soft)
TBA - Turok 2 (Acclaim)
TBA - Virtual Chess 64 (Titus)
TBA - WWF '98 (Acclaim)

JANUARY '98

Nagano Winter Olympics '98 (Konami)
Mystical Ninja 64 (Konami)

FEBRUARY '98

G.A.S.P. (Konami)



Yoshi's Story (Nintendo)

MARCH '98

Conker's Quest (Rare)
Quake 64 (Midway)
Banjo-Kazooie (Nintendo/Rare)
MLB Featuring Ken Griffey, Jr.

(Nintendo/Angel)

SPRING '98

Earthworm Jim 3 (Interplay)
Forsaken (Acclaim)
NBA Jam '98 (Acclaim)
TBA - Body Harvest (Nintendo/DMA)
TBA - Castlevania 64 (Konami)
TBA - F-Zero 64 (Nintendo)

TBA - Hybrid Heaven (Konami)
TBA - Superman: The Animated Series (Titus)
TBA - Zelda 64 (Nintendo)

JULY '98

Freak Boy (Virgin)

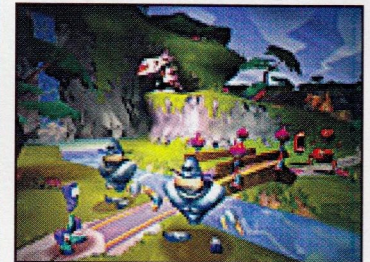


1998

TBA - Earthbound 64 (64DD) (Nintendo)
TBA - FIFA: Road to the World Cup '98 (EA Sports)
TBA - GEX: Enter the Gecko (Midway/Crystal Dynamics)
TBA - Magic: The Gathering (Acclaim)
TBA - Mario Paint 64 (64DD) (Nintendo)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA Fast Break (Midway)
TBA - Pilotwings 64 II (Nintendo/Paradigm)
TBA - Quest for Camelot (Titus)
TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sim Copter 64 (Maxis)
TBA - Space Circus (Ocean)
TBA - Turrican 64 (Factor 5)
TBA - Ultra Soccer (Acclaim)

The following titles are all in development, but we would rather predict the outcome of Mongolian Cup Final than hazard a guess as to when they will be released!

TBA - Actua Golf (Interplay)
TBA - Buggie-Boogie (Nintendo/Angel)
TBA - Command and Conquer (Virgin)
TBA - Creator (64DD) (Nintendo)
TBA - Cruis'n World (Midway)
TBA - Daikatana 64 (ION Storm)
TBA - Dead Ahead (Optical Entertainment)
TBA - Deadly Honor (TecMagik)
TBA - Donkey Kong Country 64



(64DD) (Nintendo/Rare)
TBA - Flights of the U.N. (Video System USA)
TBA - Golgo 13 (Vic Tokai)
TBA - Grand Prix Racing (Video System USA)
TBA - Joust Epic (Midway)
TBA - Kirby's Air Ride (Nintendo)
TBA - Knife Edge (Kemco)
TBA - Legion X (Hudson)
TBA - Lode Runner 64 (Big Bang)
TBA - Paperboy 64 (Mindscape)
TBA - Rotor Gunner (TecMagik)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Twisted Edge Snowboarding (Kemco)
TBA - Ultra Combat (GT Interactive)
TBA - Ultra Descent (Interplay)
TBA - Unreal (64DD) (GT Interactive/DMA)
TBA - Wetrix (Ocean/Zed Two)



EX, LIES AND VIDEO GAMES!

It's Ex-Files time again. These riotous, raucous rumours glibly gracing the gaming globe are tantalisingly tenuous in their truths. Most are muddled mish-mashes, many made up, but a single story is seriously spot-on. Can you find the factual factor in this flagrant file of fibs? Or will you wonder, worry and wail, wishing you were wiser? Peruse our perfect pieces of poetic prose and puzzle it out...

TROUBLE IN TELETUBBIE LAND

Probe Entertainment, creators of this month's ace cover game *Extreme-G*, have got themselves into a pickle. According to an industry source, after a particularly long late-night session working on the game, they relaxed by watching the Teletubbies on BBC2. One of the development team laughed so much at Po's comment when Tinky Winky fell off his chair, he used it in a cheat. Trouble is, the teletubbies speak in a peculiar baby-like gibberish. When he arrived at work the next morning, he found he'd forgotten how he'd spelt the cheat the previous day and therefore couldn't activate it. "I feel such an arse", said the unnamed miscreant. "It was something like 'stroogle-boogle yipyipyp phoowho', but I doubt I'll ever find it again."



game's designer spent months looking for a new angle on Tetris, but was unable to come up with an original idea. Having decided every variation worth pursuing had already been tried in games like Tetris

Blast, Wordtris and Welltris, the project was put on ice.

A few days later the designer (a keen golfer) took to the fairways on his local green. On the fifteenth hole he was struck on the head by a

stray ball. He fell to the ground with his own ball a mere six inches from the end of his nose. As he lost consciousness, the stars spinning around his head were gradually transferred to the ball, orbiting like planets around a sun. The Tetris project flashed before him and the stars became solid shapes as his thoughts finally faded. When he woke in hospital he called for a pen and paper - Tetrisphere was born.

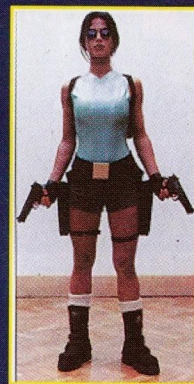


BALLS TO INSPIRATION

There's an interesting story behind this month's review rave *Tetrisphere*. According to a source close to the programming team, the

CROON RAIDER?

While we in N64 land wait for our version of *Tomb Raider*, the game's gorgeous heroine is busy working on a hit single. Lara Croft's assault on the pop charts, entitled *A Beautiful Day*, is set for a September 22nd release. Lara Croft-lookalike Rhona Metra (pictured here), who dresses as Croft for the *Tomb Raider* ads, handles the vocals and the song is produced by Dave Stewart of Eurythmics fame. Hard on the heels of the single, a *Tomb Raider* movie is expected early next year. Details are sketchy at the moment, but according to an industry source, Liz Hurley is pencilled in to play the lead role.



expect 10,000 carts produced, boxed and ready to ship." A few months later he returned to find the carts had indeed been manufactured as he instructed. Duly impressed, he asked the development guys how they managed to copy the games. "It was easy", said the unforgiven chief engineer. "We found a pile of them on tape format. Putting them onto a cart was a simple task." Alas, for all their electronics expertise the pirates knew nothing about games. They had taken software designed for the COMMODORE 64, an ageing 8-bit offering. For the cart's asking price (£100) you can buy a Commodore 64, a joystick, several dozen games and a slap-up chip supper for you and a friend. The now-useless cartridges were taken into the desert and dumped into a big hole, along with the body of the unfortunate programmer.

PIRATES IN A PICKLE

An attempt by a Middle-Eastern piracy syndicate to cash in on the N64's success was thwarted by their lack of knowledge of the games industry. Our piratical plonkers decided to put together a compendium of ten N64 games and release them on a single, illegal cartridge, selling for around a hundred pounds. Mr Big ordered his henchmen to find ten suitable games. "Get me some '64 titles, and get them now", he growled. "I'll be out of the country for a few months. When I return, I

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Goemon 5

Who's the bloke in the slipperS with the blue hair? Why does he insist on hitting young girls with a wooden pipe? If you think he sounds weird you should see his mates in Konami's wacky Goemon 5.



► "What do you mean you forgot your strides?"



► "Who did that to your hair? Tell me and I'll kill 'em for 'ya."

THE PLOT
REVOLVES
AROUND A WORLD
OF JAPANESE
MYTHS AND LEGENDS
BOASTING FREE
ROAMING DRAGONS
AND LITTLE CAT
ORNAMENT TYPE
THINGS.

It's very hard to find somewhere to start when reviewing the weird, but even harder when reviewing anything remotely oriental. Unfortunately, Goemon 5 is both very weird and very Oriental! So I think I'll start with a bit of background on the boy wonder himself.

Are you sitting comfortably? Then I'll begin...

The character Goemon is actually based on a multiple murderer called Ishikawa Goemon who was alive in Japan during the late 1500's. When he was just a snip of a lad he robbed his own master and killed three men while trying to escape. Nasty boy! Goemon continued stealing (and practising the ancient art of the Japanese swordsman) until he was caught and sentenced to death by being boiled in a vat of rather hot oil. Before frazzling like a chip in a chip

pan, he wrote a rather nice poem which is still recited to this day. In actual fact, the intro is accompanied by the actual poem but in corny karaoke style. Ahhh! How nice.

"Does the amazing tale of murder and mystery make any difference to the plot of Goemon 5?", I hear you

cry. Well... No, not so as you'd notice anyway. Saying that though, my Japanese translation skills are nothing to write home about, but this does, however, unearth a serious point. The plot revolves around a world of Japanese myths and legends boasting free roaming dragons and little cat ornament type



► "I may be fat, but all the girls love it!"



▶ "What the hell are you on about man?"



▶ "Not tonight, you're not on the list!"



▶ "You are feeling sleepy, very sleepy..."



▶ Goemon 5 has adopted very similar touches to the 16 bit version.

Goemon 5 bleeds playability. It's great fun to play with what looks like lots of Jap jokes and parodies, it's just a great shame that you can't understand a goddam word of it.

Ultimately Goemon 5 is always going to be compared to Super Mario 64. I did it myself when I first switched it on, but changed my tune after five minutes of button bashing. It may look similar to Mazza but we

ability is his strength, Ebisumaru (fat blue boy) can shrink in size and Yae (green haired girlie) can swim under water, etc. This makes the puzzle pitting opportunities almost endless and increases the challenge of the game way above that of Mario 64. If the game was going to be compared at all I would compare it only to the likes of Zelda. There you have it, lesson over.

It's great fun to play with what looks like lots of Jap jokes and parodies, it's just a great shame that you can't understand a goddam word. Doh!

things. It seems that a large UFO has come to cause mayhem in Old Japan and your main objective is to seek and destroy it before it's too late (or something). This is all very nice but the game leaves you without the faintest sniff of English text so you are at a great disadvantage when it comes to understanding the details of the plot. This is not to say that the game is unplayable because

all know looks can be deceiving (take our editor for example). Graphically perhaps yes, Goemon is similar to Mario (with big brass knobs on though), but the gameplay is much deeper than collecting gold stars and snogging Princess Peach. A great example of this is the choice of different characters as each character has distinctly different abilities. Goemon's special



▶ "I'll be Will Smith and you can be the one that cops it in the plane."



▶ "We're the ones that want to take over your planet... or something."



▶ "Oh s't, that was our bust...STOP!"



▶ 16 bit Goemon in all his glory.

CONTROL FREAK

If you do choose to buy the Jap version of Goemon 5, then the instructions manual is going to be as much good to you as using sandpaper to wipe your arse. So out of the kindness of my heart here is a run-down of the controls.

A button: Jump and talk utter, utter Jap to the towns people.

B button: Use selected weapon or other style objects in your arsenal.

LEFT C button: Select different weaponry.

UP C button: Use your special weapon (when acquired).

RIGHT C button: To select the on-screen map.

DOWN C button: To change your selected character.

START button: Pauses the game and accesses item screen.

Z TRIGGER button: If pressed while game is paused it accesses the entire map of old Japan.

R SHOULDER button: Hold R and use the C buttons to control the camera in much the same way as you would in Mario 64.

YOU'LL POKE SOMEONE'S EYE OUT WITH THAT IF YOU'RE NOT CAREFUL!

Any review would not be complete without a run-down of the lovely weapons at your disposal in Goemon 5. Here are the weapons for the dreadful duo Goemon and Ebisumaru.

GOEMON

PIPE: This is his primary weapon you'll find in the house right at the start of the game.

SPRING: This wonderful weapon will extend straight out into the distance and then retract quickly. It's good for taking out two or three enemies at a time and can be used as a grappling hook to take you across large gaps not normally accessible.

COINS: You've probably heard the saying, "Throwing your money away" but this is literally just that. You can use your valuable money as a projectile to take out tricky foes from a distance.

SPECIAL: The ability to become very strong.

EBISUMARU

HAMMER: Your average every day wooden mallet.

RED HAMMER HEAD: Not your average every day wooden mallet. It's stronger and covers a wider area when he swings it.

CAMERA: A camera as a weapon in ancient Japan you say? This is what makes the game so mad. It makes invisible enemies visible, clever that.

SPECIAL: Ebisumaru can shrink in size to get to those hard to reach places, as it were.

I have to say that my favourite feature of the game is the huge robot you can control. This rather large robotic version of Goemon first appeared in the second Ganbare Goemon outing on the SNES. The idea is that you control your robot friend from the cockpit and fight another large robot in a one-on-one beat-'em-up type scenario. Your moves include normal left and right handed punches, the coin shot and a rather nifty tow cable that can drag your opponent into close quarters so you can give him a damn good going over. This move is remarkably similar

to that of Scorpion's hook move in which he shoots a rope with a hook on the end across the screen into his opponent's guts. He then reels them in and kicks the crap out of them. "COME 'ERE!"

About six years ago, Goemon hit the SNES for the first time with what turned into Legend Of The Mystical Ninja. The differences can clearly be seen in the transition from early 16-bit graphics to state of the art 64-bit technology as far as these screen shots go, but graphics are not the be all and end all, I'll have you know. Let's talk about gameplay and other



► The time of day changes as you progress through the Championship mode.



► That's gotta hurt.

fundamental aspects.

The Legend Of The Mystical Ninja was a mix of 2D scrolling beat-'em-up and isometric adventure. You collected money by killing badies and betting at the races (?!) and spent it on important things like armour, life reviving food and perhaps a quick

game of Parodius or Hockey. I can quite honestly say that it was my number one SNES game of all time without a shadow of a doubt. The graphics were bright, colourful and the game was just full of beans using different sub-games and missions to perfection. There had



► "Take that, and that."

been nothing quite like it previous to its American release and I was hooked from the start. If you're one for a spot of retro gaming I suggest you get straight down to your nearest second hand dealer and snap up a SNES and Mystical Ninja as soon as you can.

Through my experience with the Goemon games I can see the quirky gameplay elements that I know and love poking through onto the N64. The same humour has been

adopted with the same vital game elements to create the same lovely texture and feel as the rest of the series.

I don't know about you but I can't understand a damn word of Japanese text. This perhaps you already know. But what you probably don't know is that the text in Goemon 5 is pretty vital to getting yourself through to the end of the game. Super Mario 64 Jap version wasn't rendered impossible to complete due to the text because most of it was only hints and tips whereas here you have to talk to people, answer their questions take their advice. I like to think that I



► There's another cat ornament to add to the collection.

By rights, any sane gamer should play Goemon 5 for a few minutes and then run screaming as soon as he/she sees the huge wads of Japanese text that glues the game together, making it extremely unuser friendly (to us westerners, anyway). But this is Goemon, so that makes it different and like Russ says, there is a fantastic game here if only you persevere with it. Come on Konami, give us non Japanese speaking gamers a break and translate it for a western audience!

Pete

The cart weighs in at a phenomenal 128mb which is the biggest N64 cart so far.

have an advantage due to my blue haired past, but I fear you may not have been so lucky. If you weren't, take my advice: If you are interested in buying the game try and sit on your money until around Christmas or New Year because there are a few roomers flying about regarding a possible American release. If it's an RPG/adventure game you're after, Goemon 5 will still be the first.



► "Give me five, big robot dude!"



► The rather nifty Grappling hook thing.

The only thing that may snub this great news is the sheer size of the game. The cart weighs in at a phenomenal 128mb which is the biggest N64 cart so far. As the carts are so expensive to produce this means that the price would easily top 80 notes. Let's only hope that Konami can set up a special deal with Nintendo to sort this problem out. **Russ** ■



► We come in peace (not). It's ID4 all over again.

Published by: Konami
Release date: Out now (Jap)
Telephone no: 01895 853000
RRP: TBA

scores

graphics

More detailed and colourful than Super Mario 64. There's very little pop-up but a smidge of slow-down here and there.

sound

Your common or garden FX with nice Oriental ditties in the background. They do the job nicely.

gameplay

You can't beat this one for gameplay. There's enough here for a small third world country.

lifespan

Tricky one really. There's little chance of beating it with the Jap text, but if the rest of the series is anything to go by this should outlive your tortoise.

overall

There's a stunning game there trying to fight its way out of a brown paper bag with 'Bloody Jap Text!!!' written across it. No doubt would rate amongst Turok and Mario if it was the American version.

Go Go TroubleMakers

The nUTTERS at TreASure haVE sTRUCK agAiN! ANd by the
LoOKs oF tHis gAME, nARCoTICS WeRE freELY aVaILaBLe at tHeIR
bRAInSToRMing sESsions.

THE FIRST 2D SIDE
SCROLLER HAS
COME UP TRUMPS.
NOT ON LOOKS
HAPPURELY ON
GAMEPLAY. IT IS A
PSYCHEDELIC
TRIP THROUGH A
LAND THAT NOT
EVEN LENNON
COULD HAVE
ENVISIONED.



► Ben Johnson of the videogame world.



► Remember remember the 5th of November.

Call it Go Go TroubleMakers, call it Yuke Yuke TroubleMakers, call it Mischief Makers, call it what you want! The developers behind this wacky title are Treasure and if you're new to all of this videogame business and want to know a little history about these guys then here's a quickie to expand your brain. Treasure was founded by ex-Konami staff. While working for Konami they produced Contra III and Castlevania IV for the NES. They've also produced the manic Guardian Heroes, a side scrolling beat-'em-up that was a huge success on the Saturn due to its multiple endings. If that's not enough, these walking weirdos produced Gunstar Heroes, Dynamite Headdy, both for the Megadrive - and again, both a success. So really they know what they're doing.



► A boxing dragon with plenty of ear to nibble.

Nintendo releases a new machine, the king of 3D machines. What do Treasure develop, a 2D side scroller. It's the first 2D scroller to appear on the machine, and graphically the game doesn't register on my Baywatch Standard.

So how the hell does Treasure expect to sell any copies. Well, if you've ever played a title from Treasure you'll know that gameplay saves the day. And this is certainly the case in this very retro looking Go Go TroubleMakers.

THE THINGS I DO FOR YOU!!

Yes, this is a Japanese game, so if you're a Treasure fan and can't wait for the UK release and you decide to purchase this on import, here's a quick translation of all the moves. Which will obviously be a great help to you, but don't thank me. Learning the whole of the Japanese language in three days was hard but bearable.

MARINA

- Move** - press direction pad Left or Right
- Grab** - B button
- Release grabbed items** - B button
- Throw** - direction pad plus B button
- Shake** - After grabbing, press Down twice
- Jump** - A button
- Crouch** - press Down on the direction pad
- JetPack** - press C button (top C for Up, bottom C for Down, left C for Left, right C for Right)
- Dash** - tap Left or Right on direction pad and then the relevant C button
- Hovering** - press A button to jump, then either tap the top C, or hold top C and tap Up on the direction pad
- Sliding** - hold Down on the direction pad and press A button
- Sliding Jump** - hold Down on the direction pad and quickly press A button twice
- Roll** - hold Down on the direction pad and press bottom C

CHAPPY

- Punch** - button B, or tap three times for triple combination
- Jump** - button A, or tap three times for triple jump
- Defence** - hold Down on direction pad
- Sliding** - hold Down on the direction pad and press A button
- Dash** - hold Down on the direction pad and quickly press A button twice
- Angle** - button A and Up on the direction pad
- Final Uppercut** - Up on direction pad and B button

Let's kick in this psychedelic review by letting you in on a bit of the storyline, but please remember that this is the Japanese version so this is basically what I've worked out by drinking lots of mushroom tea and eating the Jap manual. Don't worry though, I put salt on it first. Anyway, the planet of Nendro (don't quote me on the that name!) has been

shattered by the arrival of Professor Gumbel and his robotic maid, Marina. He is hastily captured by the

game!

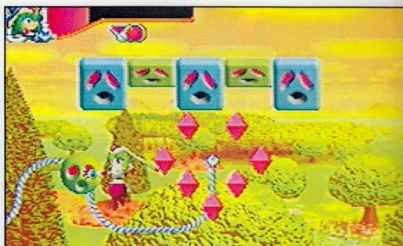
Marina has to shake her way through

Nintendo releases the king of 3D machines. What do Treasure develop? A 2D side scroller.

TroubleMakers and Marina has to save him. You take on the role of Marina and sometimes the role of

five worlds altogether, filled with...well, take a look at the screenshots - it's mostly indescribable! There's twelve

topsy turvy levels in each and even though I wasn't top of my class at maths, that's a whopping sixty levels. Yes, I did say shake - remember, this is Treasure! Each of these sixty levels has concealed secret levels and these in turn have strange secret levels within them. After completing each level you'll receive a grading from A - D and so far, I



► Pass!



► Charlie says...

Chappy. He looks like a TroubleMaker, but I don't know why he's helping you - maybe he fancies Marina, he might even fancy the professor, anything's possible in this



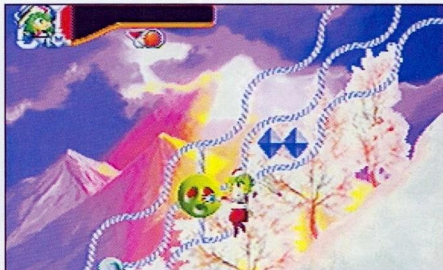
► Watch out, hot - rock!



► This is too weird!

Mold for It!

Those Japanese love merchandising! It doesn't matter how obscure the game is, they'll still find something to plunk it on. Even the nonsensical game is, they'll still find something to plunk it on. Even the nonsensical Go Go TroubleMakers managed to make it onto several postcards. These were given away free at the Tokyo Toy Show - well, let's be honest who the hell would buy them! honest who the hell would buy them!



► Marina holding Hob's nob.

return to it at any time to improve your grading or explore the level deeper to find the hidden areas. Once you have acquired a rating of A on a level, that rating will stay with you even if you return to that level to search for extra areas and receive a D in doing so.

Each of the levels are scattered with gems of various colours that Marina must collect, where she puts them, heaven knows. The blue gypsy ones are very common and replenish your energy only slightly, they then tarmac

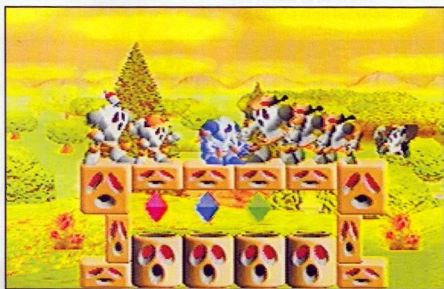
desperate you are to see the end storyline will determine how long you'll spend hunting down the elusive yellow gems.

To get through each level, Marina must achieve a certain goal, these vary from level to level. This is what makes Go Go TroubleMakers exciting, different, entertaining, damn right mad - however you want to describe it, it's all down to gameplay. Firstly, the areas are sprinkled with TroubleMakers, some of which can be spoken to, I

There's twelve topsy turvy levels in each, which makes that a total of a whopping sixty levels.



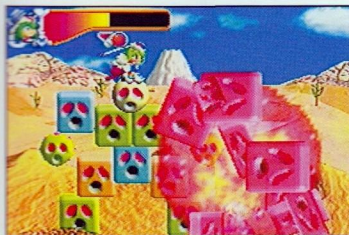
► Rubik's Tavern.



► There they are, causing trouble again.

the road and sell heather to people passing by. The less-common snotty green gems also replenish your energy but on a larger scale, these then hold tea parties and eat sticky buns - obviously the madness of Treasure is wearing off me. If your energy bar is already full, a new life will be awarded. The red gems are collected to increase your continues. Once the TroubleMakers have finished having their wicked way with you and Marina is no more, you can buy extra lives in exchange for red gems. Ten red gems will buy you one life, thirty will buy you two and a hundred will buy all three back. As you can freely return to levels and as all of the gems are replenished, collecting red gems for continues is not a problem. The yellow gems are not scattered around the levels, but you will find a single one in each level - usually in a hard-to-reach area. Each yellow gem will allow you to see one scene from the end sequence, so depending on how

think for hints and tips. But as all the text is Japanese, they could actually be telling Marina what a lovely pair of robotic bits she has for all I know. Anyway, having Jap text doesn't hinder your progression through the levels, but you do miss out on the storyline that would gel all of the levels together and give you some kind of purpose. Marina's goals are diverse and wacky and as there are so many things never get boring. You start off by collecting bombs to explode the red blocks to access gems and the teleporting stars that transport you to new areas and to the end of the level. You are then eased into a world of circular faces that Marina can jump to and from. These circular 'scream like' faces start appearing on springs, roundabouts, wire railway, etc. which Marina can use to access higher and harder-to-reach areas. While all this is happening your goals start to change from simply reaching the exit star to picking up TroubleMakers and



► Marina riding Chappy, pleasure or pain?



► Lassie on angeldust

As you can tell from the review, Go Go TM has finally pushed Dazza's already demented mind over the edge! Go Go TM is a truly innovative game that is at first a little off putting just because it is so different. Of course your initial confusion isn't helped by masses of Jap text, but with a bit of perseverance there is a fantastic gaming experience waiting to be discovered. I'm certain that when the UK version is released it will score even higher than 82%. Not bad for a 2D platformer!

Pete.

positioning them in the right areas to open up new stars - again, this is all accompanied by your hunt for gems. Half way through the first world you really realise that this is going to be a tripped-out retro head spinner, as Chappy appears in his robot block version. Marina jumps up on and rides

TroubleMaker children and takes them back to their igloo home - I'm going mad! Do ya get my drift? This is drug induced chaos!

The downers are you can only use the direction pad and not the stick. I



► A potato headed worm burning Marina's ass.

him through the screaming TroubleMakers. In later levels, Marina flies on rockets to negotiate levels. Enters rooms that spin a complete 360 degrees to activate new areas.

haven't found an option to change this so far, which is a shame as I feel Marina would be a lot easier to control on those tricky jumps if you had use of the analogue. The music

This is a good game that I feel will appeal to a lot of people, but try before you buy!

Fights a boxing dragon boss, where she has to grab its fists and redirect them into the dragon's own face. Enters a mini Olympics to race in the 100m, 200m, 400m, longjump, hurdles, potball and mathsball. Fights a huge bee and a large blue dog. Plays dodgeball with a crying cat. No, I'm not making this up! Rides bikes, large springs. Attacks TroubleMakers with a tennisball shotgun. Breaks up a fight between two warring TroubleMaker families. Collects a group of

and sound effects are, to put it nicely - bollocks. There are plenty of those annoying yelps, thuds, screams, etc. which don't add to the realism but simply eat away at your ear drums at a frantic rate. I suppose I should add the graphics as a downer really, they're bright and chaotic but not really up to scratch. If Treasure had produced top quality graphics with the top quality gameplay that they have achieved then they would not just have a hit on their hands but a

monster seller!

To sum things up, this is a good game that I feel will appeal to a lot of people. But it's definitely a title that players should try before they buy. An English version is on the cards as Nintendo have bought the publishing right for outside of Japan. Over here it will be called Mischief Makers. And with English text, this game will improve, but don't worry if you're thinking

of buying it on import, the Japanese text won't hinder your progress.

Dazza ■

Published by: Enic
Release date: TBA
Telephone no: 01703 653377
RRP: TBA

SCORES

graphics

71

Hallucinogenic 2D eye-bender that does the job but is nowhere near the standard the N64 is capable of.

sound

40

This doesn't enhance the game in any way. In certain levels I even turned the sound off as it was grinding my knackers.

gameplay

90

Treasure knows how to keep a player interested. Before you're bored of a task you're on to another and then another - faster than a nun's first curry!

lifespan

80

Trying to increase your grading will keep most gamers interested. This will be enhanced when a UK version is released due to the storyline gelling levels and puzzles together.

overall

82

The first 2D side scroller has come up trumps, not on looks but purely on gameplay. It's a psychedelic trip through a land that not even Lennon could have envisioned.

Tetrisphere

There can't be many of you out there who haven't either seen, or played Tetris. Since its debut on the game boy ages ago, Tetris hooked gamers of all ages and tastes. Now comes a new game with a new twist: Tetrisphere.

LET'S NOT HEAR ABOUT THE HUSH WE NOW HAVE A 64-BIT PUZZLE GAME WHICH USES THOSE EXTRA BITS TO MAKE THE PUZZLE GENRE A LITTLE MORE SOPHISTICATED AND FLASHY.

When I first started playing Tetrisphere, people in the office kept on coming up behind me and saying, "Oh that looks good, what are you supposed to do and how do you do it?" And I wanted to say, "Bugger off, can't you see I'm trying to concentrate". Besides which how on earth do you try to simply explain a game like this. Which isn't very promising when you are then confronted with having to write a review about the game in question. Tetrisphere is a very instinctive game to play. It makes you feel a bit like being the deaf dumb and blind kid playing pinball in 'Tommy'!

Everything in the game is crystal clear. Not a pixel to be found. Truly eye pleasing.



► The two player option can get insanely competitive.

Tetrisphere was originally announced a long time before the N64's debut.

with bold colours that are all accompanied by equally splendid backgrounds. The backgrounds are simple but psychedelic in their own way and if you stare at them for a while you may pass out! The game is much clearer and crisper than the screen shots would lead one to believe. Everything in the game is crystal clear. Not a pixel to be found. Truly eye pleasing. The letters are clear cut and to put it simply, everything is sharp. The letters themselves, when a level is complete, have a metallic shine to them, much like those found in WaveRace. The Tetrisphere bots are also very nicely modelled and they animate with some funky textures. In a word, the visuals are odd.

All the sound effects are pretty good. The block's explosions emit a satisfying explosive sound and sliding blocks around gives the impression of dragging something heavy. Launching a rocket sets off a



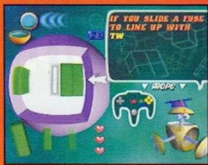
► And kerpow!

Then the delays settled in. But the wait has been worth it. Canadian developer H2O, has created a masterpiece. Let's not beat about the bush, we now have a 64-bit puzzle game, which uses those extra bits to make the puzzle genre a little more sophisticated and flashy. It takes a chunk of the original Tetris ideas and blends it with the main objective of Tetrisphere: to get to the core. Whatever the point of the game is, it hardly matters because it becomes real addictive, real fast.

The game's got some nice eye candy, taking puzzle games visually to a new level. All of the Tetris pieces are vibrant, and eye-catching

HOW TO BLOW UP YOUR BALLS!

Now listen up to Professor Ping Pong while he gives a Tetrisphere master class. There are three levels ranging from basic to expert and jolly helpful they are too. Once you have completed your tutorial training, you can hone your skills in the practice mode.



If anything, I would have given this terrific puzzler three maybe even four percent more than Pete. To give you some idea as to how insanely addictive

Tetrisphere really is, I have been seriously considering claiming that my house has been burgled and the thieves have stolen the Tetrisphere cart just so I could have another night beating Pete's highest score! Believe me if you have ever enjoyed Tetris, or any other puzzler for that matter, you will simply love Tetrisphere.

Russ

The music deserves a special mention, it's simply the best music done on the N64 so far.

sort of loud start and hissing as it flies off and then a gratifying explosion. The music deserves a special mention, it's simply the best music done on the N64 so far. The game consists of some drum 'n' bass techno-funk and ambient house. All the tracks are very catchy and original in composition and clarity, which shows once again that cartridges can compete with CD's. The game is populated with these little characters called bots. Bots are robots, as if you couldn't figure that out, but are based around a spherical shape and also maintain the cutesy sort of design that characterises so many Nintendo games. Of course, they're not purely spherical at all. Each has a different sort of shape and personality. I might add, but can tuck it all in and turn into a perfect little sphere. It is rather hard to explain, but take my word for it, they are a great addition.

Then there's the light sourcing. When part of the core is exposed, an

instant flash of white light shoots out, because the core itself is a bright ball of white light. There are some excellent examples of light sourcing. Not only on the sphere but on the bots as well. During the cut scenes, there is some excellent light sourcing to be seen. Not to mention just during the game itself when the bots perform their victory/losing dances and when they go head to head in vs mode. All the animation is silky smooth. The bots move with style and personality and do all sorts of wacky things like Jak's disco dancing. Even the blocks move and explode well. When a block explodes it shatters into several small pieces of shrapnel, which fade out gracefully, so as not to disturb gameplay. The sphere rotates nicely and the backgrounds are really neat to look at, even if they



► The dynamite spins into separate sticks.

are just backgrounds. Some look like what could make a really cool warp, others are simply made of some excellent colour variations and others have nice designs. But the backgrounds don't just stand there, they move.

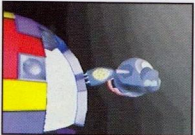
The gameplay department is obviously where any puzzle game is going to live or die. No matter how pretty the graphics are or how great the music is, all puzzle games are decided only in this area. Well let me tell you this, Tetrisphere survives with flying colours. At first, Tetrisphere does look a bit complex to play, the developers obviously realised this, because the first time the cartridge is ever accessed it goes right to the tutorial mode and trust me, tutorial is never a bad idea (see boxout). The game has plenty of game modes to choose from. In 1-player you can choose from the following: Rescue - get to the core to release a friendly blob. Hide & Seek - different objectives each puzzle (similar to Rescue, but not quite). Puzzle - puzzles on the sphere you



► He's pissed off with you because you have just lost.

BREAKING OUT YOUR BALLS

Tetrisphere may well be a puzzle game, but that does not mean that it can't have a fancy intro. Oh no, it has a lovely intro sequence where all of the bots in the game burst out of the sphere and fly around the screen. Very impressive it is too.



▶ Another nice power up is the rocket...

must solve. Time Trial - allotted time to complete one sphere. VS CPU - self explanatory really. The 3 main modes are Rescue, Hide & Seek and Puzzle. Each of these are divided into 10 episodes with each episode containing 10 levels. Meaning each mode has 100 different levels, adding up to a shocking 300 levels. Talk about your replay value and lastability.

Rescue mode enables you to free your bot friend from the centre of the sphere. Hide and Seek puts you



▶ The bots square up before each bout.

believe, combines combos so to speak. Also, you can perform combos that start at the innermost layer and work their way up and so on. You have an X meter which is raised by destroying blocks other than using combos. Moreover, you have a magic meter which allows to hold and advance you magical items and a speed meter which works like a clock: as it slowly makes it all the way around, it does this 3 times, the sphere moves closer to the screen. Should it hit the screen, you lose one



▶ Who's a clever boy then?

Tetrisphere is a great game, one of the top N64 titles available, and just maybe tied with Tetris and Tetris Attack for the best puzzler of all. There is literally tons of replay value and the game is certain to last for a long time to come. The game is definitely worth being called a Nintendo game and ranks up there with all the other excellent titles. Tetrisphere isn't just for puzzle fanatics, it's for anyone and everyone... **Pete** ■

The game is definitely worth being called a Nintendo game and ranks up there with all the other excellent titles.

through all sorts of different objectives and eventually capture your other friends. Puzzle mode is the one that makes you use your head. You have a set number of slides and drops to perform in which you must clear all the blocks.

Players can create combos by aligning several pieces together. You can also do fuse combos which, I

of your 3 lives. Each time you do a combo, tiny white balls shoot out and hit other pieces which turns them into power pieces, which is shown through their brighter and glowing colour. These are used to take time off the clock and can be moved most anywhere.

What's more, you can play versus a friend or the computer. The vs. mode holds a new sort of gameplay style where you can dump dark pieces, which are a pain to get rid of by making combos. And there's a training mode where you can learn how to play and how to do what, etc. After the training mode, you can go to the practice mode and try it all out. The very mode to have.

There is also a 2-player versus mode which can be put to 8-players for tournament purposes only (only 2-way split-screen is available here). Tetrisphere also supplies the ability to pick your own bot personality and there are seven bots to choose from. Each bot has its own Speed/Power attributes and vary a good deal, which is a nice touch.

Published by: Nintendo
Release date: TBA
Telephone no: 01703 653377
RRP: TBA

scores

graphics

The graphics are simply flawless. Vibrant and crystal clear.

sound

Nice sound effects and the best music ever to appear on a cartridge.

gameplay

Utterly, utterly addictive. Minutes just dissolve into hours as soon as you start to play.

lifespan

With an excellent 2-player and lots of game modes to play through, Tetrisphere should last you a long, long time.

overall

Tetrisphere heralds the arrival of the puzzle game into the next generation. Fiercely addictive and very polished. You owe it to yourself to give it a try.

90

95

90

95

96



▶ By achieving various scoring combinations you can get magic power ups.

SPECIAL EDITION LAUNCHES OCTOBER 10

N I N T E N D O[®] 64

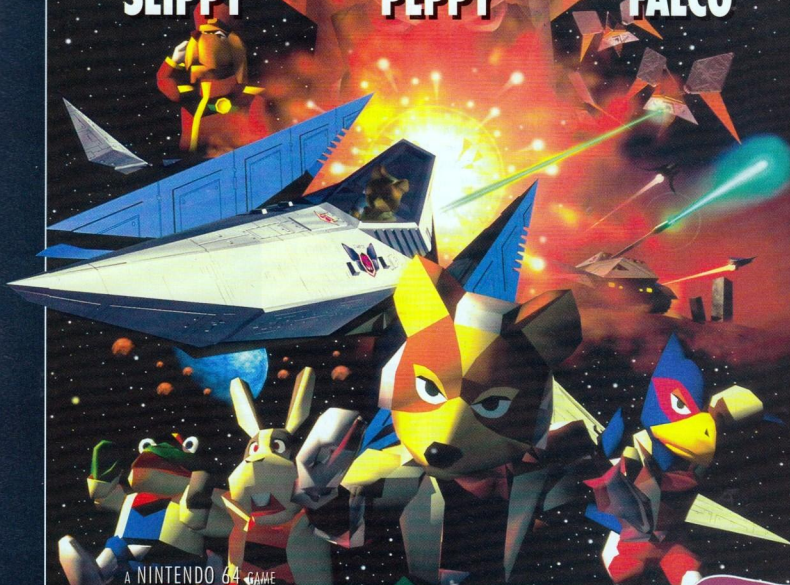


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THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

Blast Corps



THE BEAUTY OF
THIS GAME IS ITS
SIMPLEY. EVEN
SMASHING THINGS
UP REQUIRES A
CERTAIN
PANACHE

THE JAPANESE version Of Blast Corps scored a Whacking 94% way back in Issue Two. The UK version has been optimised for PAL (in other words, converted properly), so should be just as cool. BUT is it? READ ON AND find out...

Blast Corps is so original it's difficult to classify. You control bulldozers, saloon cars and the like, but it's not a driving game. You destroy things with your vehicles, but it's not a shoot-'em-up. You free hostages and prevent a runaway nuclear missile carrier from exploding, but even save-'em-up seems

inappropriate. So where do we start? Let's cop out big time and start with the plot.

A runaway nuclear missile carrier is heading for a town. If it strikes a solid object, it blows. As a junior in the Blast Corps, you must clear a path for the runaway truck by levelling anything in its way, releasing trapped survivors and activating Radiation Dispersal Units (RDUs) en route. Establish communications links with your HQ by driving near Communication Points and leave the level after the truck has run its course by entering the Blast Corps juggernaut. To succeed, you must master every vehicles' controls. You might need to solve puzzles before accessing a particular vehicle. Do well and you're promoted.

The levels are cleverly set out. Progress is not linear, each



► The Sideswipe is one mean machine!



► Jump on the buildings with the J-Bomb

depth, Rare have added some perplexing puzzles. How do I get the car off the train? How can I blast the ship? Can I get my vehicle over the railway? These are problems to be solved with brains, not brawn.

Despite its depth, Blast Corps is easy to get into.

completed stage opens paths to several more. Some paths are revealed by activating Communications Points or rescuing trapped survivors. You're awarded medals depending on how you did - get golds for every category and you've fully explored the stage. Luckily, you can return to already-completed levels if you miss anything.

The beauty of this game is its subtlety. Even smashing things up requires a certain panache - charge in with no forward planning and you're sunk. Also, to give the game

Despite its depth, Blast Corps is easy to get into. A skillfully-constructed on-screen tutorial guides you through the early stages, and well-signposted training and bonus levels let you hone your skills. On the negative side, the camera zoom function doesn't go far enough. You often want to see more of the playing area, especially when exploring the level looking for isolated items. Over all, though, this is a minor moan. All in all, it's a thrilling and original release.

lan ■



► Some bonus levels involve time trials



► The Thunderblast reduces buildings to rubble

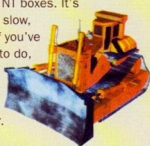
What a game!
The levels are set
out so you can be
stuck in several
places and still
make progress in
others. The range
of vehicles offer
real depth. They
don't all behave
as you'd expect,
but they handle
consistently, so
who cares? Great
stuff.

Pete

RUBBLE TROUBLE

There are loads of vehicles on offer in Blast Corps, each of which has its own handling characteristics. Master them all.

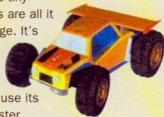
RAMDOZER: The easiest machine on offer. Destroy buildings by driving into them. Use its awesome pushing power to move blocks of stone or TNT boxes. It's extremely slow, though - if you're exploring to do, don't go rambling in the Ramdozer.



BACKLASH: This is one of the trickiest crafts. It pushes stone blocks and TNT with its front end, but only its rear is strong enough to topple towers. You can't just reverse into a building either. You must charge forwards at full speed, performing a skidding turn and hitting it with your back end.



SKYFALL: This cute little craft is piddle-poor at demolition; light crates and tiny constructs are all it can manage. It's very fast, though, especially when you use its turbo booster.



THUNDERFIST: You make use this suit's powers by rolling into a building, taking it out like a bowling ball toppling skittles. Unlike the bowling ball, though, it can kick down any odd bits and pieces left standing after the initial roll.



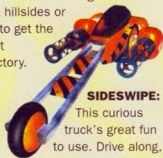
CYCLONE SUIT: This one's powerful, but difficult to redirect. Use it by charging forward and performing a series of gymnastic flips, devastating any buildings in your way. It clears a seriously long path, but there's no turning mid-performance.



J-BOMB: Walk up to your target and fire the jets, taking you vertically upward. Fly over the roof of the building you wish to crush (keeping an eye on your shadow helps here), then drop onto the tower, flattening it under foot. The closer you are to the centre of the target, the more you destroy.



BALLISTA: This futuristic battle bike has great speed and turns on a sixpence. It's equipped with two rocket launchers which are often all that's available to destroy structures you can't reach with anything else, e.g. the ship in Havoc District. You might have to mount hillsides or rocks to get the correct trajectory.



SIDESWIPE: This curious truck's great fun to use. Drive along, hitting the shoulder

button to send a retractable battering ram powering from each side of the craft. It's great when driving along residential areas, taking out houses on either side of the road. It's not so hot when it comes to cornering, though.



RACECARS: These are fast, but have zippo destructive powers. They're ideal for finding those last few features. The Racecars come in two models, the stars and stripes livery and the Starsky and Hutch rip-off job.



VAN: Another design pinched from a TV show, this black-and-red monster will be familiar to fans of The 'A' Team (both of you). When you find this truck, it's yours to use on any of the bonus levels.



POLICE CAR: Boy, is this car crap. It's like a slower, more cumbersome version of the Racecar, with no redeeming features whatsoever. Even the siren gets on your nerves after a while.



TRAIN: They go forwards, they go backwards, they stay on the rails... well what did you expect it to do?



PLATFORM CRANE: This one's simple to use. Use the crane to move your vehicle over an obstacle such as a railway line or a wall. Keep your eyes peeled for them; they're not just for show.



Published by: Nintendo
Release date: Out now
Telephone no: 01329 822 565
RRP: £49.99

scores

sound 90

Top-quality stuff. Doesn't use every trick up the machine's sleeve just because they're there.

sound 88

Top tunes and gripping FX.

gameplay 93

Like Operation Wolf before it, this outing could define a genre of its own - the Blast Core-'em-up?

lifespan 79

You should complete in a few weeks, and after that there's no real reason to go back to it.

overall 90

Games this original and playable are few and far between. The levels get steadily more challenging, the puzzles are tough but not convoluted and the atmosphere strong and consistent. Another great release from Rare.

A man in a white lab coat is shown in profile, looking down. The background is a blurred laboratory setting with a large, stylized 'E' logo. The text 'Probing the' is in black with a red outline, and 'Fu' is in large white letters.

Probing the Fu



ture

With the release of Extreme G, Croydon based Probe Entertainment have, for the first time, flexed their considerable programming muscles and released their first 64 bit game.

64 extreme decided to jump on its zero grav hover bike and pay them a visit



PROBE PAST AND PRESENT



Now entering its thirteenth year, Probe has been responsible for some of the biggest license and coin-op conversions of all time, which have been produced across a variety of CD, computer and console systems.

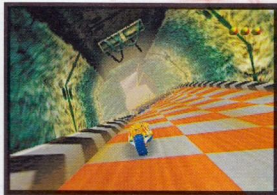
Founded in 1984 by Fergus McGovern, Probe started developing and publishing a series of eight bit titles. The company soon earned the reputation of a solid and ground breaking developer. Before too long some of the UK publishing giants of the time including US Gold, Virgin and Ocean Software were entrusting their important licensed properties to Probe's development skills.

The conversion of the massive chart topping coin-ops of the eighties Outrun, Roadblasters and Metrocross extended Probe's already sparking reputation. Probe in fact did over 22 conversions of Sega's classic coin-op Outrun over 10 different formats, which has to be some kind of record! Moving into the era of the

16 bit consoles, Probe achieved enormous commercial success with a blend of huge film licenses such as Terminator 2, Alien 3 and Robocop 3 and massive coin-op conversions. You may well remember a little game that Probe converted for all console formats for Acclaim, called Mortal Kombat 2 that caused quite a stir in the summer of 1994. In fact it grossed \$50m in just the first three days of its release. Other games developed by Probe for 16 bit consoles include: Super Monaco GP, Smash TV, G-Loc, Golden Axe and Turbo Outrun.

Probe's success has continued with the 32 bit CD based Sony PlayStation and Sega Saturn, the most noteworthy recent titles have been the rather good film licensed Alien Trilogy and Die Hard Trilogy. So just what has this phenomenally successful software developer got up its sleeve for the N64? 64 extreme took a trip to Probe's Croydon based offices to meet some of the people who should know.

Extreme G

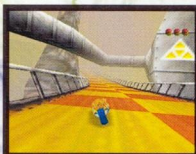


Extrême G is now finished and frankly looking damn stunning. Remarkably they had to take the extraordinary step of slowing the speed of the bikes down, because the game ran so fast that the programmers felt that most gamers would not be able to handle the break-neck speed of the races!

Extreme G boasts the most extravagant armoured and sound-barrier-busting bikes ever. There are eight to choose from, each with varying degrees of acceleration, top-speed, handling, shield strength and offensive payload -

all being guarded by a transparent shield. The protective shield wears with every hit received, leaving the riders exposed to attack, the bikes actually kind of remind of the speedy hover bikes from the classic sci-fi movie Tron!

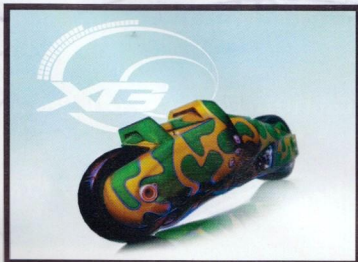
musty mine shafts, abandoned water pipes and decrepit and decayed graffiti-stricken cityscapes. These roller coaster courses also contain interactive obstacles such as falling boulders, blazing sand storms, undulating lava, spark showers and bridge-outs.



There are an extraordinary eight viewing perspectives, with the lowest providing the highest adrenaline rush. These are self-reliant and will alter depending on change of speed and track direction.

Extreme G is also a multi-player game with a maximum of four playing at one particular time, this works extremely well with very little loss of screen resolution or speed and should be a key selling point when the game is released in November. There will also be a standard racing mode and a battle mode to choose from.

We pretty much covered most aspects in last issue's preview, but look out for an authoritative six page review of this potentially sensational racer next issue.



An imaginative range of weapons are available, these include a Control Swap Missile that reverses the target vehicle's controls and Phosphor Flares that blind all bikes behind the rider.

Along the spiral tracks, your rider will be able to collect pickups, including invisibility and turbo particle accelerators.

There are 12 tracks, these meander through environments that incorporate dank, damned conduits and culverts, mutilated

Acclaim Sports Soccer working title

Probe are still playing their cards very close to their chests about this title. Apparently the emphasis of

the game will be very much on realistic player and ball control rather than speed. Unlike ISS 64 all the players will be fully modelled. The game won't actually see a release until at least Spring 98, so don't go holding your breath!



Forsaken

Participants in Forsaken take on the part of an unrelenting legionnaire, who rides upon pion cycles. You have to explore deserted colonies of Earth and clash with gene-muties to amass a fortune. This 1st-person action shooter is played in a full 360 degree environment. Camera mounted missiles, spider mines, Suss-guns and beam lasers are just a few of the twenty five weapons available. There are fifteen single-player levels and eight multi-player levels. There is also interaction with the surroundings. For example, doors have to be exploded in order for a player to pass through them - some melt, others erupt while others grow back after being damaged. Fifteen characters are available,



each with distinct voices and language that mirror their various personalities. All this is rounded off with 3D sound capabilities that enhance gameplay.

Steven Lux, Acclaim Interactive marketing vice president, has pronounced, "Forsaken represents a technological high watermark for 3D 360 degree shooters". We will have to take his word for this at the moment, since there is still very little to see at the moment. You may be sure that as soon as we receive any more info you will be the first to know.



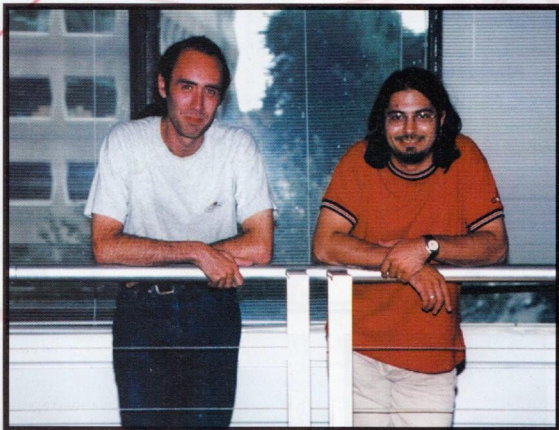
AN INTERVIEW WITH probe

Darren Anderson - Age 26

Current Project - Producer of Extreme G.

Ashley Bennett - Age 27

Current Project - Lead Programmer of Extreme G



Pete: Darren, what are your responsibilities and job title?

Darren: Producer, which I guess means holding everything together and keeping everyone on track and to schedule, while trying to stop people losing their temper at the end of it!

Ashley: My title is 'Programmer' and I programme games.

Pete: How long have you been at Probe, and what did you do before?

Darren: I've been here two years, almost to the day, and before I was a Producer at Domark.

Pete: What about you Ashley?

Ashley: Before I came here I was a Programmer at Gremlin.

Pete: So what games in the past have you had a hand in developing?

Darren: The last game I worked on was Die Hard Trilogy, previous to that I did F1 on the Mega Drive, another early title I did was Speedball 2.

Ashley: My last game was Loaded on the PlayStation, the game before that was a very long time ago, Top Gear 3000 for the SNES, which you'll never see in Europe because it was never released here. Before that I did Nigel Mansell's Grand Prix Championship thingy on the SNES and Top Gear 1 and 2 on the SNES and Lotus on the Commodore 64.

Pete: Do you enjoy programming racing games, or is it something that you are just good at, and you get asked to do more and more?

Darren: To be honest it's just something I get asked to do more and more of, and is perceived to be my field of expertise.

Pete: On a scale of 1 to 10, how pleased are you with the finished version of Extreme G, Ashley?

Ashley: Probably 9.

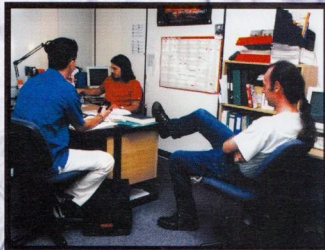
Darren: I think if you'd have asked us two or three months ago it would have been much lower, but we have been amazed at how much it has come together. I think in light of what we have done so far, and what we know we can do, I'd now give it about an eight out of ten.

Pete: I suppose it is hard to judge, when you are programming something on a new platform, just what is good and what isn't, because there are no benchmarks to compare your game against.

Darren: It is particularly difficult because we do not know what other people are up to, different programmers approach things in a different way, so there is bound to be a huge difference in the titles that come out, and it will take a while for everyone to find out what the machine is capable of.

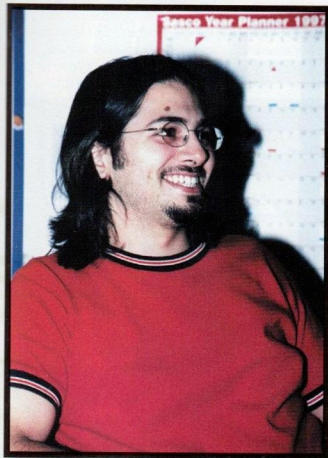
Pete: It must be quite a buzz to be involved in a game that you know is going to be really successful.

Darren: Not really, by the time the game has actually been released, we've moved on to something else which we feel is much better, and you're frustrated because people can't see what you are actually achieving now. Then again, if Extreme G is no. 1 at Christmas then I'll be quite content.



Pete: I have stuck my neck out and have already said that Extreme G will overtake Mario Kart as the best four-player racing game available, which I have solely based on playing some of the early code at Acciam a few months ago. What was the most challenging aspect about programming Extreme G?





Ashley: Having no set parameters in regard to programming for the N64. There were no manuals we could refer to, which was pretty daunting, because all we started off with was the basic development kit with very few guidelines as to how to use it, so a lot of the programming techniques we learnt on the fly.

Pete: Was there no way you could have gone to Nintendo and asked for help?

Ashley: Yes, I guess I could have, if I spoke Japanese! But then again everyone was in the same boat and had the same help available.

Pete: So now that you have finished programming your first game for the N64, how much potential do you think the hardware has got?

Ashley: Oh, it's by far the best console, and what will bring out the best in programmers is the fact that all the N64 games have to be programmed within a limited cartridge size, rather than the limitless space of a CD, which will force programmers to become more creative. But with patience the results you can get are absolutely stunning. When you know what you are doing the results you can get come much easier with the N64 compared to programming for 32-bit CD based machines.

Pete: As far as I'm concerned, every reservation that I had about the N64 has been dispelled. Music and sound effects quite obviously can be reproduced to CD quality and as far as FMV is concerned it is completely superfluous to games anyway.

Ashley: Games on cartridge always seem better crafted than games on CD because the programmers have really had to utilise every bit of memory available to them.

Darren: If a game has an FMV intro people will watch it once, say 'that was all very nice, now where's the game', and never bother watching the sequence again.

Pete: So who actually came up with the concept of Extreme G?

Ashley: Basically Probe wanted to get a licence for a racing game, but unfortunately the whole licensing deal fell through. They still wanted to proceed with the idea and decided they wanted to do a bike racing game.

Darren: So we all got together and started talking over ideas over a three day period, where we talked about every aspect of the game and the whole core of the game came together over that period. We really did aim very high.

Pete: So what would you have liked to have included in Extreme G that didn't make the final code?

Darren: All the stuff that will be included in Extreme G 2!

Ashley: Now we've completed the first game we know a lot more about what the N64 is capable of, for instance, when we first designed the tracks we were not sure how ambitious we could really be and what could really work and be playable. Now that we have a better understanding of the hardware we can be far more ambitious with the sequel.

Pete: Will Extreme G 2 be exclusive to the N64 or will it be programmed for other formats?

Darren: Blimey Guvnor! It's rather early days to be predicting what colour pants I'll be wearing next Christmas.

Pete: Would it be true to say that programming a game for a completely new format is a real pain in the arse?

Ashley: To be honest, YES! But now we've got one under our belt the next one will be far more enjoyable and not quite so formidable, making life that much easier.

Pete: Moving on to the N64 generally what games are you looking forward to seeing in the next year or so?

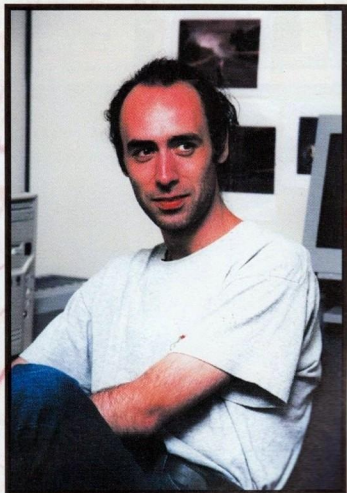
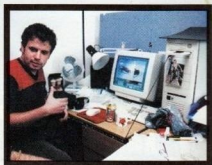
Ashley: That is rather difficult to say, I haven't played a computer game for over two years.

Pete: Really!

Darren: The best thing about the N64 for me is the multi-player stuff, like Mario Kart. As far as future games are concerned, I don't know, I don't really know what is coming. Star Fox looks very promising.

Pete: It must be quite difficult for Programmers now, because in the past they always had a great excuse for not including lots of different aspects in games by saying we are limited because of memory space, but now with huge cart sizes and limitless CD storage space they haven't got that excuse anymore.

Ashley: Yeah! But now we just say, 'we haven't got the time, to get our shit together and programme this stuff'. But seriously you are always restricted by time really, there is only so much we can do within the time we are allowed by the software companies, but it is a bit different on the N64 where sometimes we are only working with 8 meg cartridges.



Pete: It must be a bit weird after working with boundless amounts of memory like 650 megs on CD formats, then to suddenly return to cartridges. It must be very strange? What is the first thing to go when you suddenly run up against memory limitations?

Ashley: Well, when you start programming stuff you are very lazy and don't utilise all the memory given to its full extent, so when you do encounter memory limitations you can backtrack and tighten up the code you started with.

Pete: What would you say is your all time favourite game?

Ashley: F Zero and Street Fighter on the SNES.

Darren: I would have to say Spycraft probably, I haven't played it for years but it's the game I most fondly remember.

Ashley: Thinking about it, I also really liked Arcadia on the Vic 20, but if I saw it now I'd probably say it was bollocks as it only had four levels - some games are best left in your memory.

Pete: What's the next game you will both be working on?

Ashley: Oh, that's a real toughy, but I reckon it will be Extreme G Two! which I'll be starting as soon as next week.

Pete: How about you Darren?

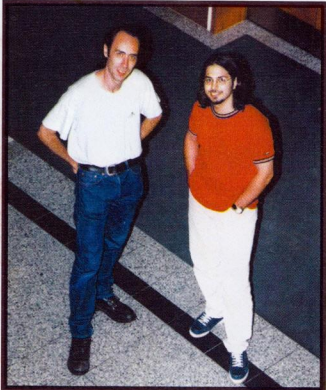
Darren: I'll be finishing off Acclaim Sport's soccer game.

Pete: So will this be a licensed game, and what has it got to offer that the likes of ISS 64 doesn't?

Darren: Oh God, you always sound as if you are bullshitting when you respond to questions like that! I think it is going to be a slower kind of game and you'll be able to do more intricate things in it. Players footwork will be much more fancy and all the players will be fully modelled, unlike ISS. It will come out some time next year.

Pete: Ashley, what would be your dream game to develop?

Ashley: At the moment it would be Space Invaders for the N64 with two years development time! To be honest there is no grand game design that I have in mind, I'm happy just to let somebody else design a wonderful game which I'll programme and then take all the credit!



Pete: A question to both you, who is your favourite industry person and why?

Darren: Ashley cos he fixed the f**king 'A Bug'!

Pete: What was the 'A Bug'?

Darren: It was a bug in Extreme G that kept causing the game to crash and we just couldn't track down its source. Ashley stayed here till about half past two this morning and found it, then got it sorted.

Ashley: I don't know. I don't like anybody really.

Darren: What about Kim?

Ashley: Oh yeah, there you go, my mate Kim at Gremlin.

Pete: OK, finally tell me a secret.

Darren: Well actually I'm not wearing any underwear!

Ashley: That's no secret, everybody here knows that I honestly don't know any. What do other people say when you ask them that?

Pete: They generally make up something totally scandalous about their colleagues.

Ashley: We've all been working together, so closely that none of us have any secrets from each other!

Darren: Well actually, I've got to own up that it was actually me that fried that development kit!

Pete: How much was it worth?

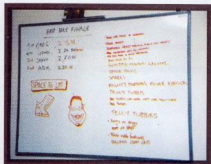
Darren: It was six grand worth of kit and I just pulled on the power lead a bit to hard and POW!

Ashley: Oh really! We then were running around for two days trying to make out why it wasn't working any more!

Pete: And Darren forgot to mention his little error.

Darren: I'm beginning to wish that I hadn't mentioned it now, oh sh!t!

Pete: Six thousand pounds worth you say? Tell you what Darren fifty quid will buy you this interview tape and we'll forget the whole thing... (Recording abruptly ends!)



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NINTENDO 64



THE HISTORY OF Nintendo®

PART 4



Enter the SNES

Nintendo's domination of the 8-bit console market was legendary, the NES grabbing an 85 to 90 percent market share in both Europe and America. By the late eighties, though, its console technology looked decidedly dated. Her competitors were not serious threat, and with the NES still raking in a fortune, Nintendo President Hiroshi Yamauchi, President of Nintendo of America, became complacent and underestimated the forthcoming sea-change in technology. The next generation of consoles were already in development and the big 'N' was nowhere to be seen.

First off the mark were personal computer giants, but games industry newcomers NEC. Their PC Engine, a console based on 16-bit processor technology, was released in Japan in October 1987, with an American version (TurboGrafx 16) hitting the shelves in 1989. Although considerably more expensive than the NES (at \$200 it cost over twice as much), its 16-bit processor could handle data 250 times faster, allowing programmers to create attractive, realistic games that were simply impossible on the ageing NES. The video gamers were

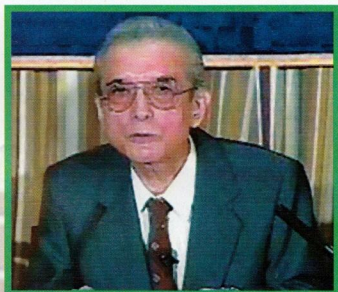
catching on - bits mean hits, and Nintendo's machine was being overtaken. Fortunately for Nintendo, NEC failed to learn what Yamauchi understood from the beginning. There's no point releasing consoles with super-powered graphics, spectacular speed and sound to kill for if the games are crap.

Although their hardware was ace, NEC paid too little attention to the software and their efforts failed to impress gamers used to the quality of NES games like Tetris, Mario and Zelda and



the machine failed to catch on, selling only 1 million units in the States and never being released in Europe.

If NEC was a large, powerful company let down by its lack of gaming experience, Sega was considered too small to be a threat, despite its moderate successes in producing coin-ops. Its 8-bit offering, the Master System, was a pygmy compared to the giant NES, never enjoying more than five percent of the market. Unlike NEC, however, Sega understood what makes a great game. Released in 1989 in Japan and a year later in the States, Sega's Genesis (Mega Drive in Europe) featured a spectacularly-powerful 68000 processor, a 16-bit powerhouse that put even the TurboGrafx 16's chip to shame. The console could handle high-definition graphics, fluid animation and near CD-quality sound. Because the technology was based on Sega's 16-bit arcade machines, the Mega Drive also enjoyed a ready-made collection of tried-and-tested games - conversion was a simple task. Its release at \$199 was heralded with the slogan "Sega Mega Drive does what Nintendo can't", and for the first time since the arrival of the NES, Nintendo was under serious fire. Unbelievably, Nintendo made no attempt to match Sega's

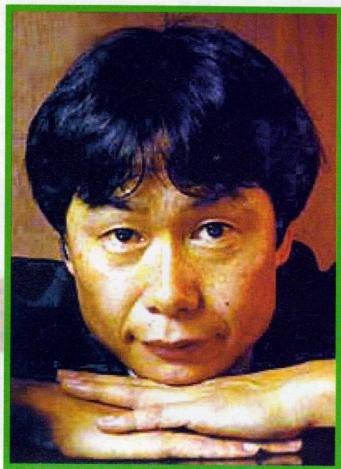


new machine with a 16-bit console of their own. "We listen to our players", said Nintendo of America's Advertising and PR Director Bill White, "and they tell us they're happy with the existing system". As White rightly argued, the NES had yet to be pushed to its limits, though this was largely irrelevant - the goalposts were moving, and not to Nintendo's advantage. Although not at first the resounding success for which Sega had hoped, the Mega Drive gradually made in-roads into the games market. As the carts got better and better, more and more gamers switched to the new machine. While the NES was still popular with younger gamers, teenage button-bashers switched to Sega and scoffed at those still playing Nintendos. The Mega Drive was seen as cool and happening while Nintendo was sneered at as yesterday's news.



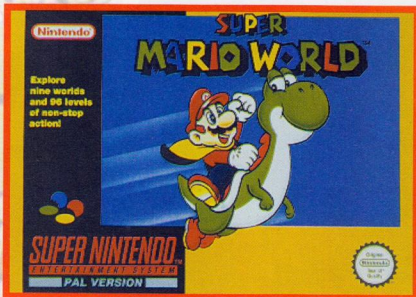
The tide soon turned even further in Sega's favour. Backed by licensing deals with sporting celebrities such as American footballer Joe Montana and golfer Arnold Palmer, Sega released some astounding sports sims. Third party developers such as Tengen and Electronic Arts produced some outstanding games for the Mega Drive, including Budokan, The Immortal and another licensed gridiron game, John Madden's Football. The licensees had a huge back catalogue of computer and arcade games to convert - the Mega Drive's software catalogue was expanding and improving.

Nintendo was in trouble. Despite toying with a 16-bit version of the NES since the late eighties, with the 8-bit machine riding high there was no sense of urgency. "We'll enter the 16-bit market when we're good and ready", they said, but while they waited, more and more video gamers switched to Sega. It was time to act. Yamauchi feared (correctly) that parents would protest if a new-generation Nintendo couldn't play NES games. If Little Johnny's new console made his games collection obsolete he'd scream for more, and this would make parents reluctant to buy the new machine. Research and development guy Masayuki Uemura worked hard on the problem, but found backward compatibility wasn't possible without adding around \$75 to the cost of the console, so this feature was abandoned. The new machine, dubbed the



Super Famicom in Japan and (of course) the SNES over here and in the States, boasted some seriously impressive specs. It enjoyed a colour palette of 32,000 against the Mega Drive's 512. The sound quality was streets ahead of anything on previous home computers or consoles and clever programming routines for use by developers were built in. This made it much easier to create games for the new system, taking some of the drudgery out of developing software and leaving more time for refinements. Aesthetics weren't neglected either. The Japanese Super Famicom looked very similar to the original Famicom (the Japanese NES), but Nintendo were to wisely drop the European NES look, which had all the style of a breeze block. A sleek, elegant profile was adopted, oozing power and sophistication. The hardware was excellent - now for the games.

No prizes for guessing who featured in Nintendo's flagship cart for their crazy new console - our friend the plumber shifted shiploads of NES machines and was already one of the most recognisable characters around. Super Mario Brothers 3 was, at the time, the most successful in the history of video games, so what better than a fourth Super Mario Brothers game to sell the Super Famicom? Shigeru Miyamoto's 30-strong team, who had spent the last 15 months experimenting with the new hardware, were now asked to create a blockbuster game that would convince the buying public to buy a Super Famicom instead of a Mega Drive. The race to produce Super Mario World was on. Although not a significant departure from earlier Mario games, Super Mario World again proved Miyamoto was the world's premier



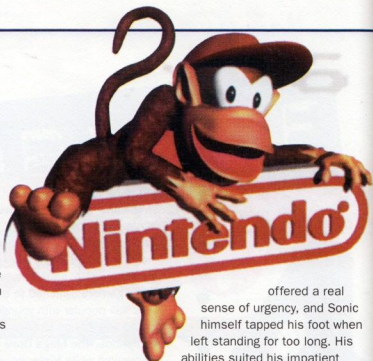
games designer. Mario himself boasted exciting new skills such as the ability to fly, these were introduced slowly and effectively, enabling players to get used to them before needing them in life-threatening situations. For example, Mario first flew in a world devoid of foes but filled with coins. The player tested and developed his flying skills while grabbing the goodies, free to experiment safe in the knowledge that he couldn't be killed. Later on, flying was used to dodge simple traps and collect occasional power-ups. Later still, only Mario's new-found ability to take to the

skies stood between him and an untimely death. The game was also less linear than previous offerings, allowing the player a degree of freedom in choosing which world to attempt next.

The machine was ready, the game was ready, but was the public interested? The Super Famicom (our own SNES was still a way off) was by far the best 16-bit console on the

market, but Nintendo was very late with their next-generation console. Had their faithful fans grown tired of waiting and bought Mega Drives instead, leaving Nintendo unable to get a foothold in the market?

While the Super Famicom was under development Sega had not stood still. They had produced a pulsating platform game with the emphasis on speed, style and, most of all, a cute character with which everyone could identify. This was, of course, Sonic the Hedgehog, the first real contender to Mario's video games crown. Sonic the Hedgehog was a platformer with a difference. Departing from Mario's 'exploratory' approach, with lots of secret areas to explore and plenty of time to do so, Sonic emphasised getting from A to B as quickly as possible. The background music



offered a real sense of urgency, and Sonic himself tapped his foot when left standing for too long. His abilities suited his impatient nature. Grab red shoes to run

faster, curl up into a ball and roll down hills, run into a spring bumper to be propelled forward. 'There's no time to lose' was the message, and the game sold thousands of Genesis and Mega Drive machines.

Nintendo acted quickly, but hardly decisively. Their announcement that the Super Nintendo was imminent was a blatant spoiler, intended to encourage gamers to 'wait and see' rather than buy a Mega Drive. To a large extent, it worked. When the machine was finally launched in Japan a year later in November 1990, the stores were swamped with advance orders and enquiries. All that remained was to get the machines into the shops, a process less straightforward than it would appear. Rumour had it that an organised crime syndicate were planning to hijack some of the trucks transporting the consoles - security was tight. On 20th November, Nintendo put Operation Midnight Shipping into action. Huge ten-ton trucks loaded up with Super Famicoms and Super Mario World cartridges, and also a racing game called F-Zero, the second Super Famicom release, from warehouses all over Japan, the last of them leaving as dawn was breaking.

Japan went mad for the machine. All 300,000 shipped that night were spoken for - by now advance orders totalled 1.5 million! The Super Famicom was to sell 2 million within the first six months and 4 million within the first year.

America was a tougher nut to crack. As predicted, parents weren't amused by the lack of backward compatibility and the US SNES was launched in 1991, a recession year. The machine was hugely hyped (\$25 million spent on TV advertising alone), but Nintendo's claim to have sold out its initial shipment of 2.2 million is hotly disputed by Sega and also by some retailers. At the 1992 Consumer Electronics Show, a showcase for the video games industry, Nintendo claimed to have already overtaken Sega and that they would see 6 million more sales over the coming year. The industry was sceptical, though Sega chose this time to cut the price of their

Genesis system to \$149 and to package it with their blockbuster Sonic the Hedgehog, maintaining the momentum of their own sales. The battle between Nintendo and Sega continued over the next few years, with both sides packaging





- opened - multimedia. Commodore, who's Amiga ruled the home computer games market, released the CDTV in 1991. This CD-ROM-based machine was capable of playing movies, displaying still pictures, offering interactive animations and digitised speech as well as the usual graphics and sound enjoyed by the console. The machine cost \$799 in the states, offering the basic CDTV which played mostly educational programs such as Grolier's Encyclopedia. Several hundred dollars had to be spent on a keyboard, a mouse and floppy disk drive before it could also be used as a standard Amiga. Phillips soon released the CD-I at a similar price-point. Sales were slow. People just weren't ready for multimedia, and the prices were far too high for an untested market. Even the mighty Sega had its fingers burnt in the CD market. Their own product, an add-on for the Mega Drive called the Mega-CD,

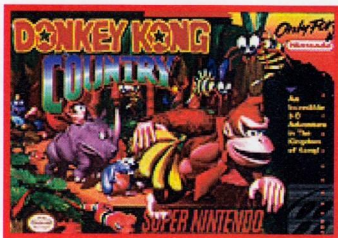
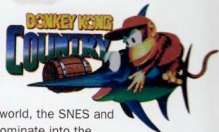


top titles with the consoles. Nintendo relaxed its licensing rules, dropping the clause which demanded their developers produce games for no one else and instead allowed licensees to make three games a year. It also encouraged quality by saying highly-rated games didn't count as one of the three. Most developers were pleased that Sega had finally broken Nintendo's stranglehold on the games industry. Nintendo were no longer in a position to dictate terms as they were when the NES enjoyed a near-monopoly in the console market. They needed the software houses as much as the software houses needed them. If bad planning hurt the launch of the SNES, foresight kept it afloat when a new front in the video games market

made too few advances on the Mega Drive's technology to sell - why should consumers pay for an add-on which adds so little to its host machine? Games were also slow to emerge; groundbreaking releases like Night Trap and Ground Zero Texas, incorporating movie sequences into the games, arrived too late to save it. The machines

bombed, but the future was signposted. CD technology was just around the corner, but Nintendo were wise to avoid it at this stage.

The twin giants of the console world, the SNES and the Mega Drive, continued to dominate into the nineties. Although the SNES failed to achieve the dizzy dominance enjoyed by the NES, it did prove to be the better game. Super Smash TV was THE definitive arcade conversion, offering a near-perfect version of this arcade hit. When the spectacular PC game Doom took the gaming world by storm, it proved impossible to convert to the Mega Drive but not the SNES, and Starwing, using the new polygon-crunching Super FX chip, again set new standards in video games. Zelda - A Link to the Past did for console RPGs what Mario did for platformers, remaining a classic to this day. Even as the 16-bit consoles passed the baton to the 32-bit CD-based hulks and the simply amazing N64, Nintendo resurrected one of her oldest characters for the SNES in Donkey Kong Country, an unbelievable platformer which put many of its 32-bit contemporaries to shame. Although a spectacular success in its own right, Nintendo's failure to invest in new technology and release its 16-bit console much sooner allowed Sega, formerly an industry minnow, to break their near-monopoly on the consoles market. The SNES was by far the better machine, but the Mega Drive had too much of a head start for this to take its toll. Nintendo will never again enjoy the 85 to 90 percent dominance enjoyed by the NES, but the company's loss is the consumer's gain; more competition means less complacency, less stagnation and better games.



NEXT ISSUE PART FIVE

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Issue #1
Reviews to Turok Dinosaur Hunter, WaveRace 64, Shadows of the Empire, Mario Kart 64, Super Mario 64, Pilotwings 64 and Cruis'n USA. Guides to Super Mario 64 (P.1), Shadows of the Empire and Pilotwings 64. Features on GT Interactive (Dream Team Focus) and Internet guide.



Issue #3
Reviews to Doom 64, Human Grand Prix, King of Pro Baseball, The Glory of St. Andrews, Doraemon and Mahjong Master. Guides to Blast Corps, Killer Instinct and Turok Dinosaur Hunter (P.2). Features on Konami (Dream Team Focus) and N64 accessories.



Issue #5
Reviews to War Gods, Killer Instinct Gold (UK), Mortal Kombat Trilogy (UK) and Mario Kart 64 (UK). Guides to War Gods and Doom 64 (P.2). Features on E3 Show report, Enter the Dragon (fighting game feature), Goldeneye 64 (7) and The Cooked Up Report (satirical feature).



Issue #2
Reviews to FIFA 64, Blast Corps, Killer Instinct Gold, Wayne Gretzky's 3D Hockey, Mortal Kombat Trilogy, J-League Perfect Striker and NBA Hangtime. Guides to WaveRace 64, Turok Dinosaur Hunter (P.1) and Super Mario 64 (P.2). Features on Four Player Frenzy (Mario Kart 64 & FIFA 64) and Nintendo 64 hardware guide.



Issue #4
Reviews to Star Fox 64, International Superstar Soccer 64, Wonder Project J2, WaveRace 64, Guides to Doom 64 (P.1) and Blast Corps (P.2). Features on History of Nintendo (P.1), Focus on The Games, The Daily Star (satirical feature) and Four Player Frenzy.



Issue #6
Reviews to Multi Racing Championship, GoldenEye 007, Hexen and Dark Rift. Guides to Hexen (P.1) and Mortal Kombat Trilogy. Features on History of Nintendo (P.3), Focus on Ocean, Four Player Frenzy and Mario's Likes.

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DARK RIFT

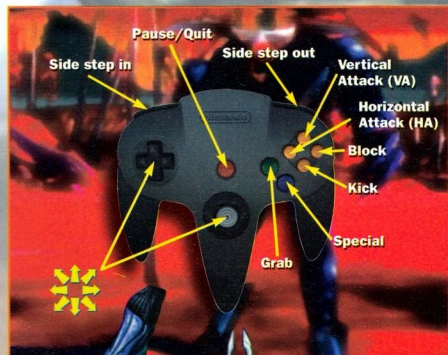
KICK THE CRAP OUT
YOUR MATES WITH THIS
LIST TO ALL THE MOVES

Dedicated player's guides in every issue

DARK RIFT

UNDER CONTROL

All of the following moves relate to the default controller settings as shown.



aaron

- Bludgeon + VA, VA, Kick, Kick, HA, Grab
- Knee Breaker + Kick
- Lock 'n' Load + VA
- Slash 'n' Crash + Special
- Bloody Grin + HA
- Duck and Cover + Special
- Running Push (hold), HA
- Running Slide (hold), Kick
- Chin Split + VA
- Body Slam to Grounded Opponent + VA
- Elbow Smash + VA, VA, + HA, + HA
- Violent Prong + VA
- Assault and Splattery + Kick, Kick, HA, Grab
- Rough 'n' Tumble ... + HA, VA
- Goin' Up Grab



demonica

- Hades Bite + HA
- Demon Breath , + VA
- Portal Uppercut , + VA
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Incubus Ball , + Special
- Backhand Garrote , + HA
- Demon Flip (crouch) (hold), Special
- Snarl Lewis , + HA
- Bodyslam to Grounded Opponent + VA
- Disemboweler + VA, HA, + VA, Grab
- Mad Slasher + VA, HA, VA, + HA, + HA, VA
- Mad Carnival + HA, + HA, VA
- Demon Kiss Grab



- Ground Zero + HA
- Cain Uppercut + VA
- Cain Lunge , + VA

eve

- Spiral Slice , + HA
- Argon Uprising + VA
- Stygian Thrust , + VA
- Argon Saber Bolt , , + Special
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Stygian Lunge + VA
- Bodyslam to Grounded Opponent + VA
- Argon Upheaval , + HA, + VA, + VA
- Stygian Ballet + HA, HA
- Anatomiser Grab
- Low Thrust + VA



- Striker , + Special
- Tree Feller , + HA
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Seismic Ripple , + Special
- Dorlón Rollercoaster + VA, Grab
- Bodyslam + VA
- Axe Flattener + HA, HA, + VA, VA
- Chopping Twist + HA, HA, VA, Grab
- Back Cracker Grab

player's guide

niiki

- Faralon Pounce + Kick
- Low Butterfly + HA
- Deadly Butterfly + HA
- Faralon Tumble + VA
- Running Push (hold), HA
- Running Slide (hold), Kick
- Fatal Pirouette + HA
- Faralon Sweep + Kick
- Back Vault + Kick
- Bodyslam to Grounded Opponent + VA
- Butterfly Uppercut + VA

- Faralon Throw **Grab**
- Fatal Flutter + HA
- Starburst Blast + Special
- Forward Vault + Kick
- Lunatic Mule + Kick, Kick, + Kick
- Lunatic Mule Frolic + Kick, + VA, + VA, + VA
- Lunatic Mule Stomp + Kick, + VA, + Kick
- Frolic + VA, + VA, + VA
- Radiant Stomp + VA, + Kick



morphix

- Blender + HA
- Moribund Wheel + VA
- Leg Division + HA
- Mantis Spike + Special
- Tesla Plasma Ring + Special
- Running Push (hold), HA
- Running Slide (hold), Kick
- Amputator + Kick
- Bodyslam to Grounded Opponent + VA
- Rip Slide **Grab**
- Scissor Strike + HA, VA, HA
- Zenith Spike + VA, + VA
- Lethal Slap + HA, VA, + HA, + HA, VA
- Lightening Hug + HA, VA, + HA, + VA, VA, **Grab**
- Pain Saw + HA, + HA, VA, **Grab**



scarlet

- Slayer Sweep + HA
- Slayer Rip + VA
- Slayer Punch + VA
- Angel's Flight + Special
- Ascensions Slash + HA
- Boot Greeting + Kick
- Running Push (hold), HA
- Running Slide (hold), Kick
- Spiral Lava Flow + Special
- Slayer Spin + VA, VA
- Slayer Eviscerator + VA, HA
- Backslash + HA
- Bodyslam + VA
- Slayer Impaler + HA, VA, **Grab**
- Spinal Crack **Grab**



zenmuron

- AB Ruptor + VA
- Ankle Separator + HA
- Propulsion Kick , + Special
- Fiery Phoenix Bolt , + Special
- Impetus Lunge , + HA
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Mantis Lunge , + VA
- Bodyslam to Grounded Opponent + VA
- Phoenix Kick , + HA
- Flying Auger + VA, Kick, VA, Grab
- Samurai Hammer + VA, Kick, Kick, Kick, + Kick, Kick
- Death Kick + Kick, Kick, + Kick, Kick
- Head Over Heels Grab



- Slam Dunk , + Kick
- Gatling Cannon , + Special
- Elevator , + Special
- Gatling Drill , + VA
- Gatling Shredder , + HA
- Bloody Ankles + HA
- Carrier Bludgeon + VA
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Die Swatter , + HA
- Death From Above , + VA
- Machine Gun Kick , + Kick
- Bodyslam + VA
- Hyperion Toss Grab
- Homicide Clamp + VA, , Grab
- Double Dribble + VA, HA, + HA



demitron

- Hell Saw , + Special
- Hell Smatter + Kick
- Portal Uppercut + VA
- Cyclone + HA (x4)
- Running Push , (hold), HA
- Running Slide , (hold), Kick
- Portal Forward , + Special
- Portal Drop , + Kick
- Stampede , + VA



- Draw and Quarter , + HA
- Vertigo , + HA
- Bodyslam to Grounded Opponent + VA
- Lunch Grab
- Crescent Sault , + Kick
- Pandemonium Launch + HA, + HA, Grab
- Erebus Short + VA, + VA, VA
- Hoof Drop Christening + VA, + HA, Kick

HEXEN

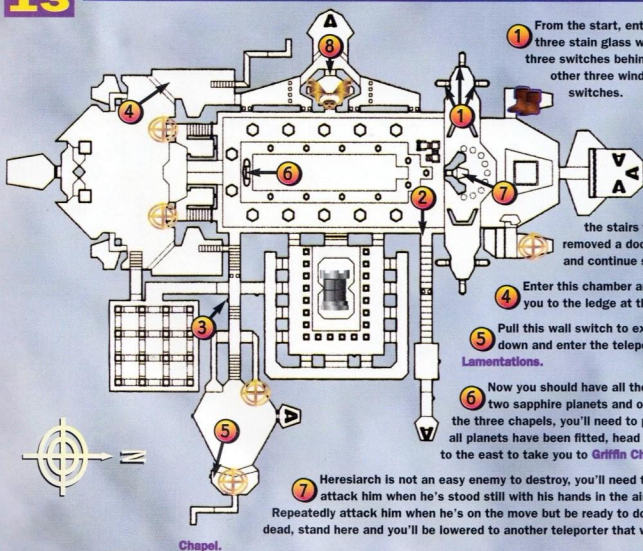
With this final part of the complete Hexen guide, you'll be able to battle through the last two episodes as well as defeat Korax, the master of all evil.

KEY	HEXEN	KEY	HEXEN	KEY
				
Mystic Urn	Chaos Device	Wings of Wrath	Dragonskin Bracers	Boots of Speed
				
Dungeon Key	Emerald Key	Cave Key	Silver Key	Axe Key
				
Iron of the Defender	Torch	Banishment Device	Krater of Might	Disc of Repulsion
				
Steel Key	Rusted Key	Castle Key	Horn Key	Swamp Key
				
Porkelator				
				
Fire Key				

Note: You must follow the points of text in the correct order and journey to other levels when indicated by highlighted text.

LEVEL
13

HERESIARCH'S SEMINARY



- From the start, enter into the Seminary and head to these three stain glass windows, smash the windows then pull the three switches behind them. Now travel east and smash the other three windows to reach and pull the next three switches.
- Head down this passage and pull the switch at the bottom to activate the lift. Use the lift to reach the teleporter, it'll take you to the **Silent Refectory**.
- Travel down the passage to this switch here, pull the switch to lower the stairs to the west. Once the stairs have been removed a doorway will appear, walk through the doorway and continue south out into the open.
- Enter this chamber and follow the passage west, this will take you to the ledge at the east side of the Seminary.
- Pull this wall switch to expose the teleporter to the north then jump down and enter the teleporter to be taken to the **Orchard of Lamentations**.
- Now you should have all the planets you need, two emerald planets, two sapphire planets and one ruby planet. To access the teleporters to the three chapels, you'll need to place all the planets into this chart. When all planets have been fitted, head north to the teleporters. Use the teleporter to the east to take you to **Griffin Chapel**.

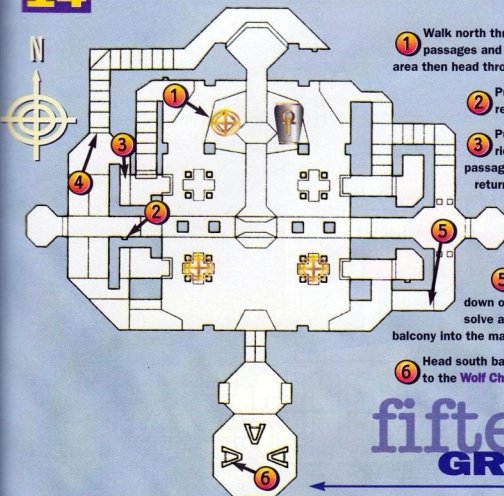
7 Heresiarch is not an easy enemy to destroy, you'll need to use everything you've got! Don't try to attack him when he's stood still with his hands in the air, this is his way of defending himself. Repeatedly attack him when he's on the move but be ready to dodge his attacks. Once Heresiarch is finally dead, stand here and you'll be lowered to another teleporter that will take you to a secret level, **Deathwind**

- On returning to the Seminary from Deathwind Chapel, head to this platform here and collect the Wings of Wrath, this will remove the wall to the west exposing the teleporter that will take you to the next level, **Castle of Grief**.

fourteen

LEVEL
14

DRAGON CHAPEL



- 1 Walk north through the two main doors and onto this platform, this will open two passages and remove the two pillars revealing Dark Bishops. Destroy all enemies in the area then head through the passage to the west.
- 2 Pull this switch here then continue north through the revolving pillars to reach the next switch.
- 3 Push this wall to summon the lift, once the lift has lowered climb on to ride to the top. At the top push the wall to the north to reveal a passageway, follow the passageway to the end and pull the wall switch then return back along the passage and jump off the balcony.
- 4 Make your way to this entrance here and follow the passageway, at the end there's another switch for you to pull, this switch will solve another part of the puzzle.
- 5 Summon this lift here and use it to ride to the top, destroy the Slaughterers that will be waiting for you! At the top turn right and drop down onto the balcony then head east to the next switch you need to pull to solve another part of the puzzle. Once you've pulled the switch jump off the balcony into the main chamber.
- 6 Head south back into the teleporter room and use this teleporter to transport you back to the Wolf Chapel.

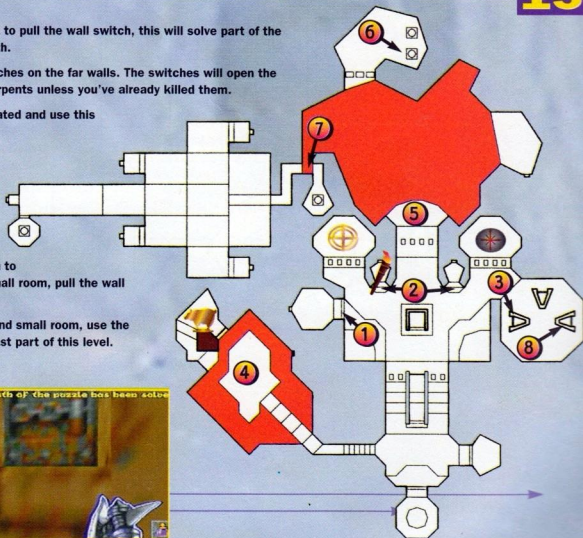
fifteen

GRIFFIN CHAPEL

LEVEL
15

- 1 Remove this wall and enter the chamber behind it to pull the wall switch, this will solve part of the puzzle and open two smaller chambers to the north.
- 2 Enter both of these chambers and pull both switches on the far walls. The switches will open the two large chambers to the north releasing the Serpents unless you've already killed them.
- 3 Return to the area where the teleporters are situated and use this teleporter to travel to the Wolf Chapel.
- 4 Walk through the chamber to this platform here to trigger and solve another part of the puzzle, watch your step as you battle with the Dark Bishops, fall off the edge and you're going down!
- 5 Return into the main chamber and stand here at the edge of the platform then jump forwards into the pit, this will create a blue star stairway for you to use. Walk out onto the stars and head east into the small room, pull the wall switch then return onto the blue stars.
- 6 Using the blue stars make your way into the second small room, use the teleporter to the south to be transported to the last part of this level.
- 7 Jump across this gap and continue west, avoid the moving walls, make your way around the chamber pressing all the switches. Once you've pressed the final switch on the far wall enter the teleporter. Now make your way back across the blue star stairs back to the teleporter room.
- 8 Use this teleporter to return to Hereslarch's Seminary and face Hereslarch himself.

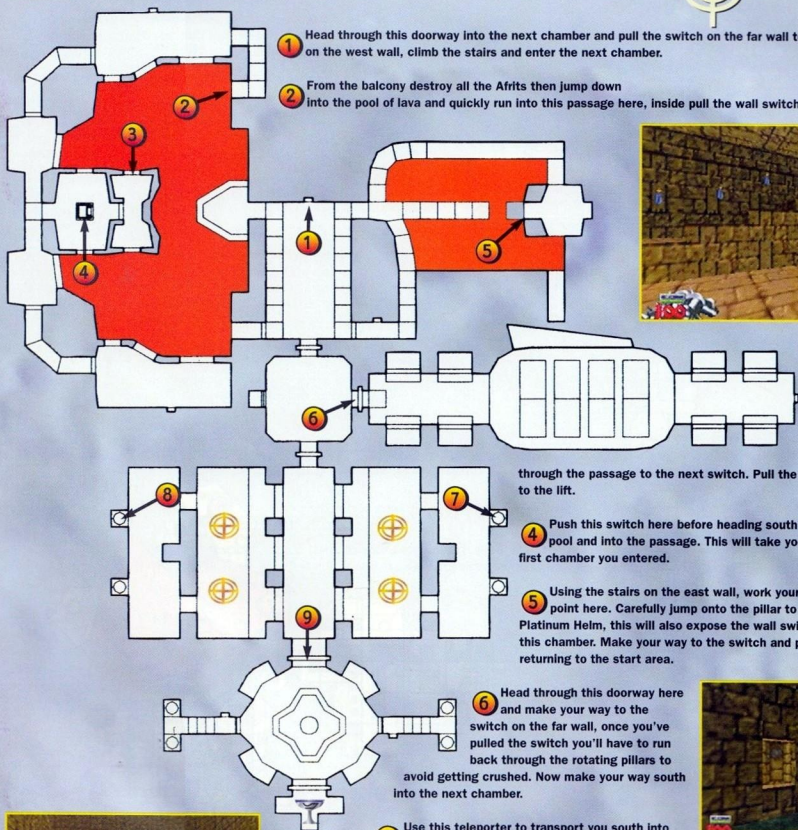
one star of the puzzle has been solved





LEVEL
16

DEATHWIND CHAPEL



1 Head through this doorway into the next chamber and pull the switch on the far wall to raise the stairs on the west wall, climb the stairs and enter the next chamber.

2 From the balcony destroy all the Afrits then jump down into the pool of lava and quickly run into this passage here, inside pull the wall switch.



3 Make your way back through the lava and in through this entrance here, use the lift then travel south

through the passage to the next switch. Pull the switch then return to the lift.

4 Push this switch here before heading south across the lava pool and into the passage. This will take you back into the first chamber you entered.

5 Using the stairs on the east wall, work your way around to this point here. Carefully jump onto the pillar to collect the Platinum Helm, this will also expose the wall switch to the south of this chamber. Make your way to the switch and pull it before returning to the start area.

6 Head through this doorway here and make your way to the switch on the far wall, once you've pulled the switch you'll have to run back through the rotating pillars to avoid getting crushed. Now make your way south into the next chamber.

7 Use this teleporter to transport you south into the next chamber, once you've arrived in the chamber locate the wall switch and pull it before using the teleporter to exit.

8 Use this teleporter to repeat the procedure in the second chamber to the south, use the teleporter again to make your exit.

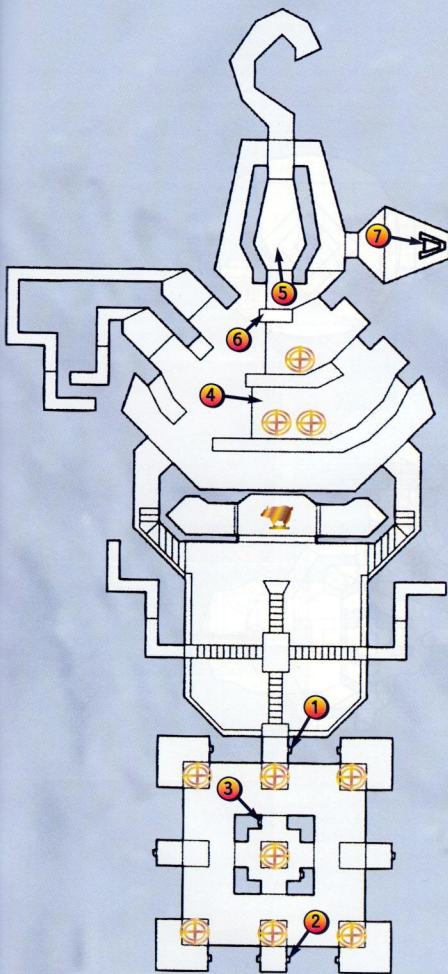
9 Now enter this doorway and collect all the items and power-ups from inside before returning to the start area and using the teleporter to take you back to *Hereslarch's Seminary*.



seventeen

LEVEL
17

ORCHARD OF LAMENTATIONS



1 From the start of this level make your way south to this switch here, pull the switch to lower the floor then quickly run south into the chamber

and to the nearest corner. Using the switches in each room repeat this method to work your way from room to room until you've reached the centre south room.

2 Use this switch to lower the walls on the centre room then use the second switch to exit this room and make your way into the centre.



3 Once in the centre room, pull this here to activate one of the platforms outside then use the other switch in this room to make you exit north out of the chamber.

4 Jump up onto this ledge here and continue north up onto the next two ledges, destroy any Ettins that get in your way.

5 Walk into the water here and collect the Emerald Planet, watch out for the Wendigos that will emerge from the water to attack you!

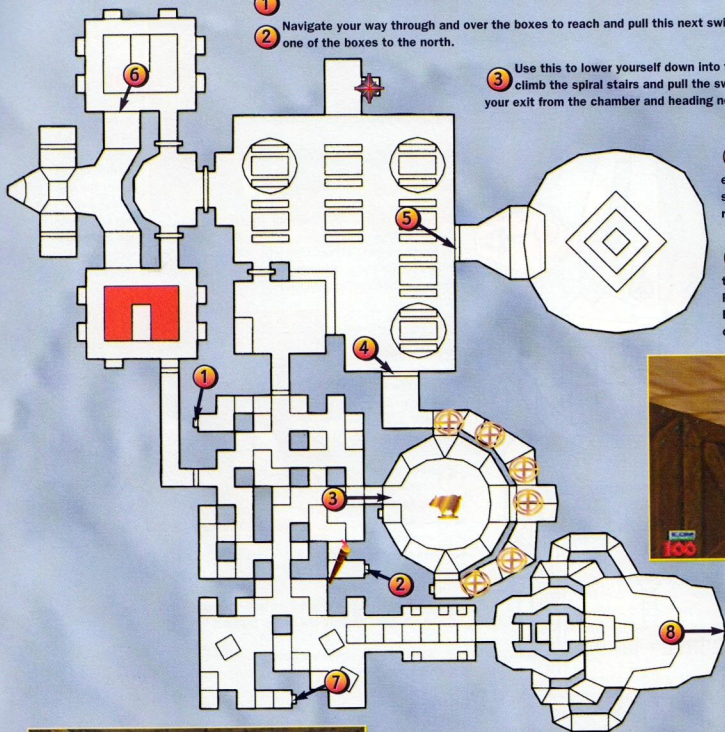
6 Stand on this wall here then using a running jump, jump across to the ledge with a Slaughter on it, you must run fast and aim carefully. Destroy the Slaughter then follow the path, eventually you'll appear on another ledge where there's a Sapphire Planet waiting to be collected.



7 Return to this teleporter and enter it to be teleported back to the Hereslarch's Seminary.

SILENT REFECTORY

- 5** Enter this chamber here and wait for the floor in the centre to rise up and reveal a Sapphire Planet. Destroy all the Dark Bishops before jumping across and claiming the Sapphire Plant.



- 6** Once you have the Sapphire Planet make your way to this revolving door here. Push the door at either side to slowly spin it around allowing you to enter the chamber. Inside collect the Ruby Planet from the ledge to the west then return to the chamber where all the boxes are stored.



- 7** Make your way to this switch here and pull, this will lower the stairs to the teleporter. Head east down the stairs to the teleporter then follow the passage south to lead you into the chamber behind the teleporter.

- 8** Pull this wall switch to reveal the Emerald Plant, collect the Emerald Plant then make your way to the teleporter. Enter the teleporter to return to **Hereslarch's Seminary**.



nineteen

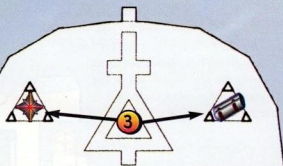
WOLF CHAPEL

LEVEL
19



1 From the teleporter room, make your way to this door here and enter. Destroy any enemies inside, pull the wall switch and exit.

2 Enter this doorway and take care of the Serpents then open the door to the right and pull the switch on the far wall, now follow the path along into the circular chamber at the far end.

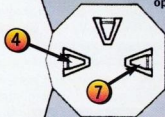


3 Using a run and jump, jump onto these two small platforms, this will trigger the triangular platform and solve another part of the puzzle.



4 Return to the teleporter room and use this teleporter to travel to **Dragon Chapel**.

5 From the teleporter room make your way into the main chamber then through this open door, avoid falling into the pit as you'll not survive the fall!



6 Guide yourself through the passages to this switch here, pull the switch to solve yet another part of the puzzle then return to the teleporter room.

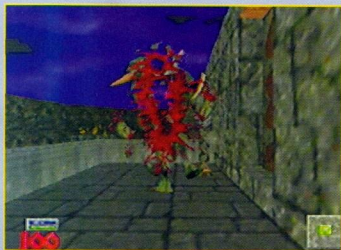
7 Use this teleporter to the east to return to **Griffin Chapel**.





LEVEL
20

FORSAKEN OUTPOST



1 Head north through the dark cavern and onto the small path to the right, follow the path along to the balcony where there'll be some Serpents waiting for you. Take care of the Serpents then head through this door.

2 Continue north across the courtyard and into the passage, follow the passage to the west then north to this switch. Pull the switch to open a door to the south then enter through the doorway and collect the Libber Oscar from

the centre of the chamber. As soon as you have collected this book, Dark Bishops will be released and start attacking you, be prepared for battle. Continue south then east back into the courtyard.

3 Back at the courtyard, you'll notice that this doorway has opened to the south. Enter the doorway and collect the Rusted key from the small ledge to the left and continue east into the cavern.



4 Using these small platforms, jump across to the other side of the cavern to reach and pull the wall switch.

Now return back across the cavern and make your way back into the courtyard.

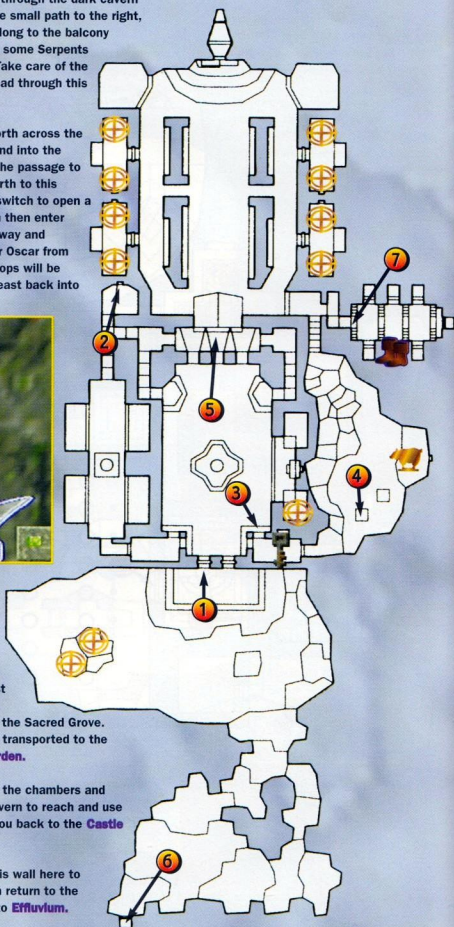
5 Use the Rusted key to open these doors and enter. In this next chamber there are four switches located in the outer chambers that you must pull in order to remove the pillar at the far end of this chamber. Once the pillar has been removed you'll be able to collect the second book, the Demon Codex. Just beyond where you found the second book you'll find another, the TelePrompTer.

You'll only be able to access the TelePrompTer if you pulled the switch back at the Sacred Grove.

Enter the teleporter to be transported to the secret level, **Desolate Garden**.

6 Travel north through the chambers and back through the cavern to reach and use this teleporter, it'll take you back to the **Castle of Grief**.

7 Simply walk up to this wall here to trigger a switch then return to the teleporter to travel back to **Effluvium**.



twenty one

LEVEL
21

CASTLE OF GRIEF



1 Jump into the moat to reach and pull both of these switches to lower the stairway into the castle, watch out for the Stalkers that are lurking in the water waiting for your arrival.

2 Jump onto the platform and pull this switch, it'll activate the four lifts leading up onto the battlements. Return north to the castle entrance and climb on the lift to the west.

3 Work your way along the battlements pulling these wall switches in the towers, when you reach the lifts to the south, jump across onto the battlement on the east side and continue into the next three towers to pull the other wall switches, there are a total of five.

4 From the battlements you'll need to jump down to locate and pull these next four switches, now you'll be able to collect the four clock gears you'll need to restart the clock. Collect all items and power-ups as you travel around the castle grounds, you're going to need them!

5 Enter this chamber to collect the first clock gear, it's at the bottom of the stairs. Once you have the gear, return up the stairs and run out of the exit to avoid injury from the fireballs that'll be flying out of the floor.

6 The second clock gear you need is in this chamber but be careful, as soon as you have taken the gear Dark Bishops will appear and attack. Make your exit and head for the last two gears.

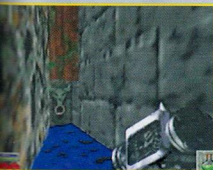
7 The last two clock gears are both in this chamber. Collect the clock gear from the platform on the north wall first then the fourth and final gear from the centre platform. When collecting the final gear, quickly run across the platform and don't stop as missiles, fireballs and bolts will be shot at you from the surrounding pillars.

8 Now you have all the gears it's time to start the clock! Enter this chamber where the clock is situated, lift the flaps and place the four gears in their corresponding holes. Exit this chamber once the clock has been restarted.

9 Travel south to this chamber and enter the teleporter, it'll take you to the **Forsaken Outpost**.

10 On returning to the **Castle of Grief**, return to this chamber and climb onto the platform on the north wall and wait for the lift to arrive, step onto the lift and rise to the top. At the top there's an eight pointed switch, pull this switch to be transported to the **Gibbet**.

11 On return to the **Castle of Grief**, you'll end up in this area. Enter the teleporter to return to **Effluvium**.





LEVEL
22

GIBBET

1 Pull this switch to lower the lift down into the chamber, be prepared for the enemies awaiting your arrival. From this chamber head south into the passageway and rotate the book shelf to the east and enter the library, you've come to return a couple of books!

2 Place the two books you collected from the *Forsaken Outpost* into this bookshelf, if placed correctly the line of books will read KORAX! Once the lights have gone out, head west where you will find a head on the floor, this is Yorick's skull.

3 Exit the library and enter this next chamber. Smash the stain glass window at the south end of the chamber, kill the Slaughtaur waiting inside then enter and press the switch.

4 Head north along the path up to this statue, it's Yorick and he wants his head back! Place the head on the statue and remain on the path until the earthquake has passed before walking back along the path to make your exit.

5 Walk down into this pool of water to reach the eight pointed switch on the pillar, press the switch to be teleported to the *Effluvium*.

6 Head into the south passage once more and rotate the bookshelf to the right to enter the chamber to the west. Inside, pull this switch and remain standing as close to the switch as possible to avoid falling down the hole behind you that has just appeared. Turn around and jump across the gap either to the right or to the left onto the floor.

7 Using the Dungeon key, unlock this door and enter. Inside, destroy all enemies then head through the doorway to the north. Destroy the Dark Bishops in this small chamber then pull the switch on the wall before making your exit.

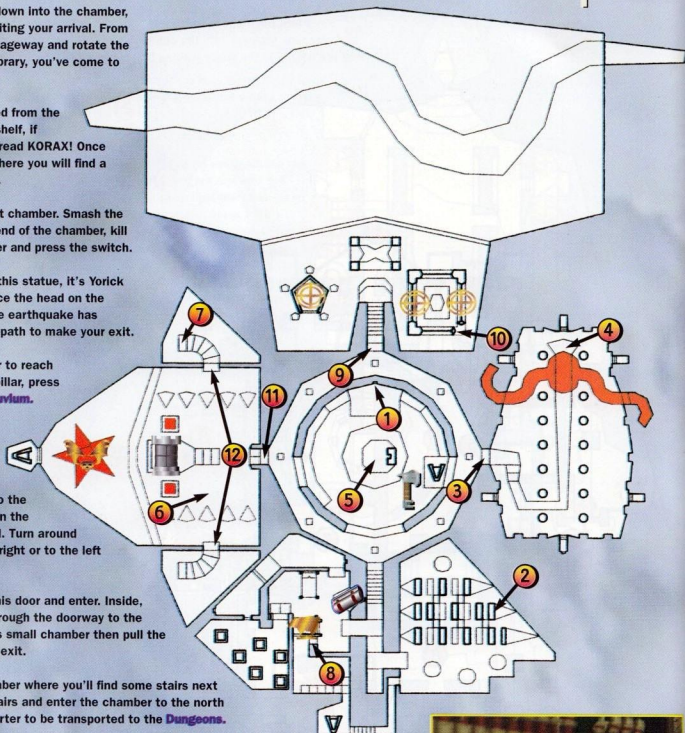
8 Enter this entrance into the chamber where you'll find some stairs next to the barrels, climb down the stairs and enter the chamber to the north to reach the teleporter. Use the teleporter to be transported to the *Dungeons*.

9 Head north through this passageway and into the chamber.

10 Smash the armour that is blocking the entrance to the small cage, enter the cage and collect the Axe key from the centre. Now exit this chamber and head west to the Axe door.

11 Use the Axe key to open this door and face Heresiarch, once inside you'll not be able to exit unless you have a Chaos device. Destroy the Slaughtaurs that will greet you then walk up to the throne in the centre and jump on to collect the Defender of the Icon, once you have the Defender of the Icon you'll have Afrits and Serpents to deal with.

12 When all the Afrits and Serpents have been removed these two chambers will open releasing Dark Bishops. Only when you have destroyed the Dark Bishops will the wall to the west lower revealing Heresiarch. Strafe from side to side to avoid his attacks and collect the potions lying around to restore any lost health points. Remember not to attack Heresiarch when his hands are in the air as this is his way of defending himself. Repeatedly attack him giving him your all until he cracks into a thousand pieces and drops to the floor. Once Heresiarch has been killed the teleporter to the west will be exposed allowing you to continue your journey, step inside to be teleported to *Necropolis*.



twenty three

LEVEL
23

EFFLUVIUM



1 Head north through the swamp water and enter this small chamber, press the switch on the far wall and continue north into the large chamber filled with swamp water.

2 From the large chamber, follow the passage north to the end then jump up into the chamber to the east. Once inside the chamber, pull the chain on this wall to open the doorway.

3 Travel through the doorway and kill all the Slaughtaurs that are roaming around outside, now head north-west to collect the Dungeon key.



4 Retrace your steps back to the passage where you started then use this teleporter to return to the **Gibbet**.

5 Head into the stream of swamp water and make your way to this entrance to the next passage and continue north.

6 Jump up into this chamber and onto the wall of the reservoir that is directly in front of you, now jump across onto the wall of the reservoir that is at the north side of the chamber. Pull the valve handle that is located between the two reservoirs on the north side of the chamber, this will release the swamp water from these two reservoirs.

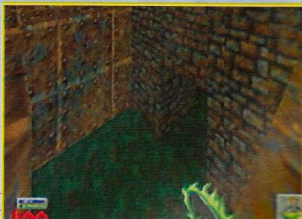
7 Drop down into the reservoir to the west and head north into the teleporter, this will take you to the **Castle of Grief**.

8 After returning to **Effluvium**, pull the iron ring hanging on the wall to reveal your exit. Make your way to this second valve handle and turn it, once the swamp water has drained away drop down into the reservoir to the east.

9 Push this wall to remove it and expose the small passage to the next chamber. There's a deep hole in the small passage that you'll have to jump if you wish to make it safely to the other side.

10 Once through the small passage, take care of the Serpent then climb up to this wall. Push the wall to remove it then enter the teleporter to be transported back to the **Forsaken Outpost**.

11 On returning to this level from the **Forsaken Outpost**, use this lift and continue south then east to the teleporter that will take you back to **Gibbet**.





LEVEL
24

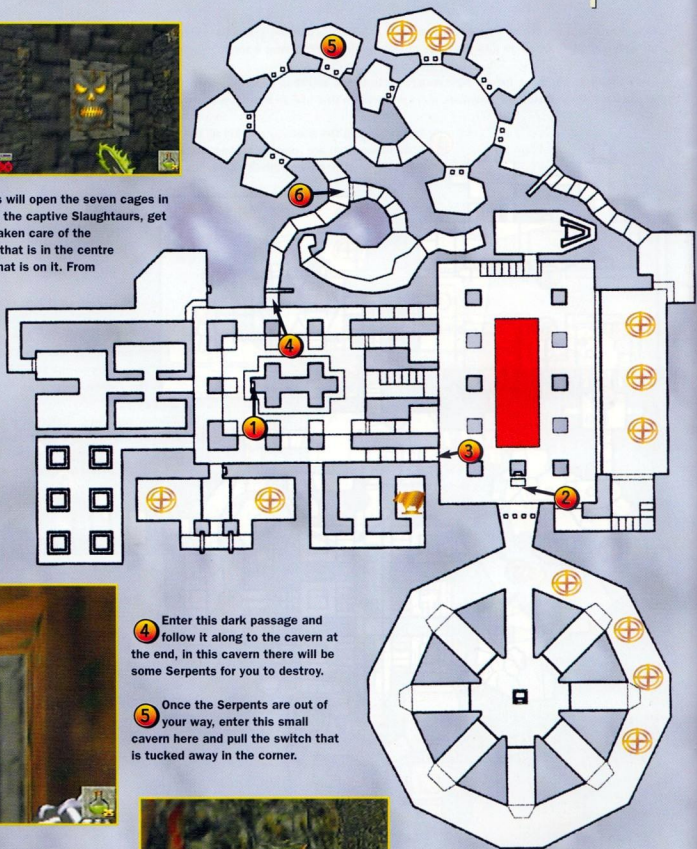
DUNGEONS

1 From the start of this level, head south into the main chamber then follow the passage down the stairs to the west. Go to the far end of this dark chamber where you'll find a switch on one of the pillars, push the switch then return to the main chamber.



2 Pushing this switch seven times will open the seven cages in the southern chamber releasing the captive Slaughtaurs, get ready for some action. Once you've taken care of the Slaughtaurs, head south to the pillar that is in the centre of all the cages and pull the switch that is on it. From the pillar return to the main chamber and enter one of the passageways that has appeared on the west wall.

3 Enter this entrance and destroy all the Ettins inside, now make your way into the north-west chamber and pull the chain on the far wall. Enter the doorway you have just opened and follow the passageway along to the end where you'll discover another wall switch, press this switch to remove the wall in the corner of the chamber.



4 Enter this dark passage and follow it along to the cavern at the end, in this cavern there will be some Serpents for you to destroy.

5 Once the Serpents are out of your way, enter this small cavern here and pull the switch that is tucked away in the corner.

6 Retrace your steps back through the passage and enter this doorway you've just opened. At the end of the passage, jump into the stream of swamp water and follow it along to the east, you'll experience a long fall and will find yourself back at **Effluvium**.



twenty five

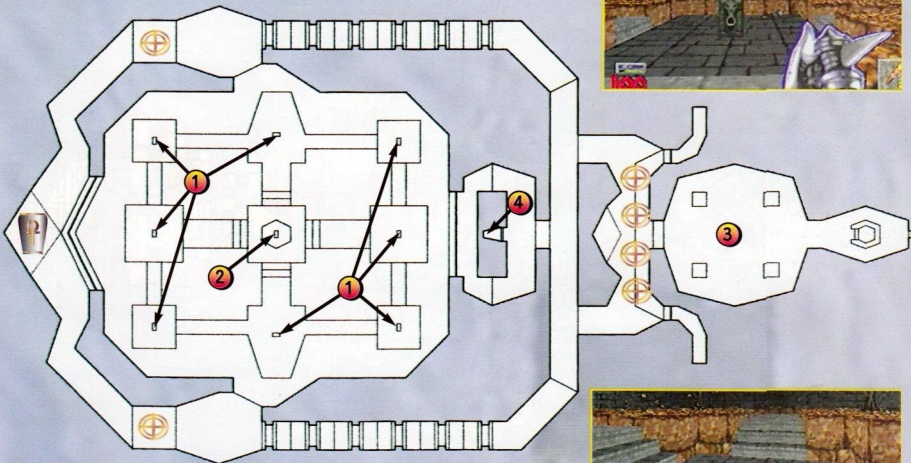
LEVEL
25

DESOLATE GARDEN



1 All of these eight switches can only be pulled once they have risen up out of the ground, you'll need to run from one switch to another as they will all rise at random. Once you have pulled all eight switches the centre switch will rise.

2 Pull this centre switch to activate the lifts to the north and south, use the lifts to enter the chambers to the west to collect the items, power-ups and weapons.



3 When you enter this chamber to collect the items and power-ups, swamp water will come out of the drains in the floor and start to fill up the chamber, quickly press the switch on the wall to the east to re-open the drains and disperse the swamp water, this will also expose the teleporter to the west. On exiting this chamber you will be confronted by a Serpent.



4 Use this teleporter to return to the **Forsaken Outpost**.



LEVEL
26

NECROPOLIS

1 From the start, make your way through the graveyard destroying any Reivers that get in your way then head south to this teleporter. Step inside and it'll take you to **Vivarium**.



4 In the cavern there'll be more Serpents that will want your blood, dispose of them then make your way to this switch and pull it. Now continue north into the teleporter, it'll transport you to **Traductus' Tomb**.

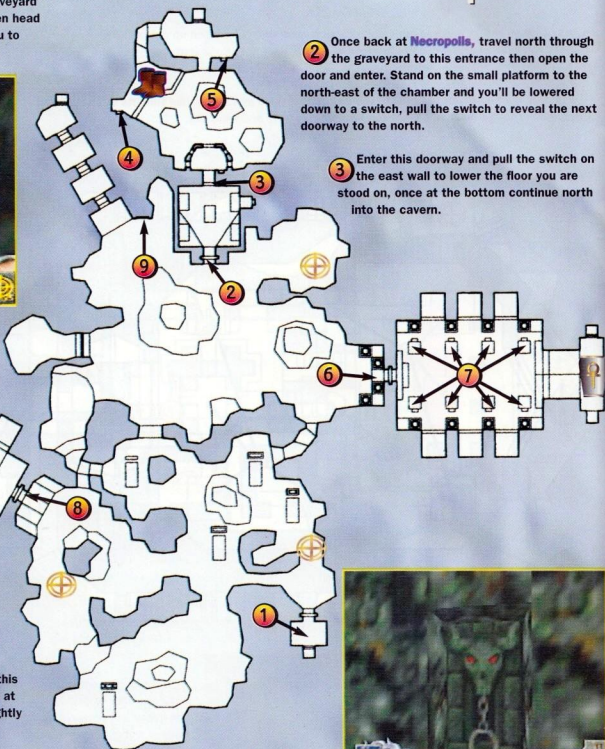
5 Pull this switch to lower the lift to the south then quickly make your way to the lift and continue south out to the graveyard.

6 Head east through the graveyard and through this door into the chamber. Inside walk up the door at the far end and try to open it, the door will open slightly then close again.



2 Once back at **Necropolis**, travel north through the graveyard to this entrance then open the door and enter. Stand on the small platform to the north-east of the chamber and you'll be lowered down to a switch, pull the switch to reveal the next doorway to the north.

3 Enter this doorway and pull the switch on the east wall to lower the floor you are stood on, once at the bottom continue north into the cavern.



7 One of these eight switches will open the door at the far end of the chamber, pull each switch in turn until the door swings open then enter the teleporter to be teleported to **Menelkir's Tomb**.

8 After returning from **Menelkir's Tomb**, head west to this door here and open it. As you walk up the chamber to reach the teleporter, Slaughtaurs will be released from the side walls, use flechettes to help you deal with them. Use the teleporter to take you to **Zedek's Tomb**.

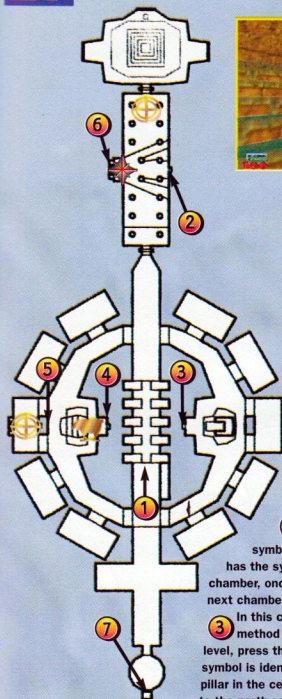
9 Use all the artifacts you collected from the three tombs and place them into this panel, once all of them are in place you'll be able to reach the teleporter which will take you to the **Dark Crucible** where you'll find Korax.

twenty seven



LEVEL
27

ZEDEK'S TOMB



- 1 As you approach these pillars they'll start to move, wait until the ceiling has lowered before walking through the pillars and up to the next door.
- 2 Open the door and head to this switch, pull the switch then return south back towards the pillars where you'll notice a section of the wall missing.
- 3 Follow the passage along to this switch, pull the switch then prepare yourself for the hoard of Slaughtaurs that are heading your way.
- 4 Travel around the passage to this switch, once pulled it will reveal a Porkelator for you to claim.
- 5 Once you've cleared the area of Slaughtaurs, use this switch to open the entrance that leads to Zedek. Before travelling north to meet Zedek, look at the three symbols on the west wall, you'll need to know them to get to Zedek.
- 6 Rotate these three blocks so that the symbols on them match the symbols on the other three blocks you saw earlier, now wait for the door to the north to open and enter.
- 7 Once inside Zedek's tomb he will rise up from the centre of the floor, quickly run around the back and use this opportunity to attack him from behind. Once you've killed him the Glaiue seal will appear, collect it then return to this teleporter where you began the level and return to Necropolis.

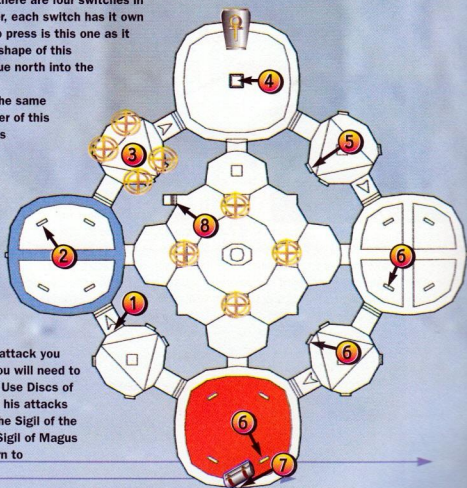
twenty eight

MENELKIR'S TOMB

LEVEL
28

- 4 Destroy all enemies in this chamber before you venture out onto the blue star bridge to reach the pillar in the centre, once again you need to press the symbol that represents the shape of this chamber. It's this switch here.
- 5 Press this wall switch and continue into the next chamber where there'll be a party of Serpents waiting for you!
- 6 Press these switches you'll find in the next three chambers.
- 7 Use this switch to lower the lift on the other side of the pool of lava, now quickly run across the lava and into the lift. This will take you into the centre chamber to meet Menelkir himself.

- 1 In the centre of this first chamber there's a pillar which has a symbol embedded on all four sides, find the matching symbol on the wall and press it to open this door to the next chamber.
- 2 In the next chamber there are four switches in the two pools of water, each switch has its own symbol. The switch you need to press is this one as it has the symbol that resembles the shape of this chamber, once the door is open continue north into the next chamber.
- 3 In this chamber you need to use the same method you did in the first chamber of this level, press the switch on the wall who's symbol is identical to the one on the pillar in the centre. Use the passage to the north-east to enter the next chamber.
- 8 Menelkir will immediately attack you with fierce fireballs that you will need to dodge if you want to stay alive! Use Discs of Repulsion to keep Menelkir and his attacks at a distance, once destroyed the Sigil of the Magus will appear. Collect the Sigil of Magus then use this teleporter to return to Necropolis.

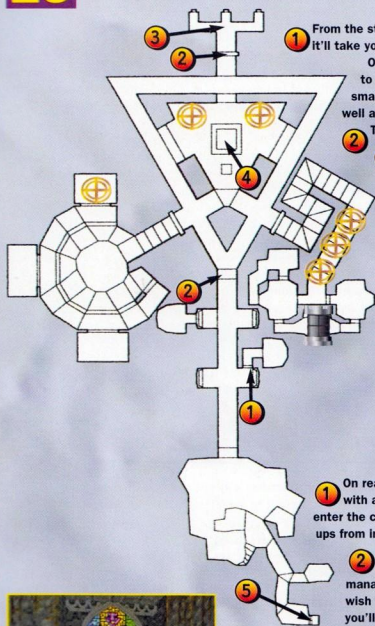


twenty nine



LEVEL
29

TRADUCTUS' TOMB



- From the start of this level follow the passage that leads north, it'll take you into a small cavern where there are a few Serpents. Once the Serpents are out of the way, continue north into the tomb. There is a secret wall here that leads to a small chamber, there are potions to be found inside as well as a few Dark Bishops.
- These doors will open automatically when approached.
- Continue north into this area where there are three switches on the north wall. The centre switch will lower the triangular section of the tomb releasing Traductus, the switch to the east will remove the entrance to the east chamber and the switch to the west will open the chamber to the west. It's advisable that you open one chamber at a time starting with the east chamber and then the west chamber, otherwise you'll be swarmed with enemies. Destroy all enemies in both the east and west chambers and collect as many power-ups as you can, you're going to need them for Traductus.
- Once you are ready to take on Traductus, pull the centre switch, Traductus will rise up from this area. Once he has been destroyed, the Holy Relic will appear, collect it before heading south.
- Use this teleporter to take you back to **Necropolis**.



thirty

VIVARIUM

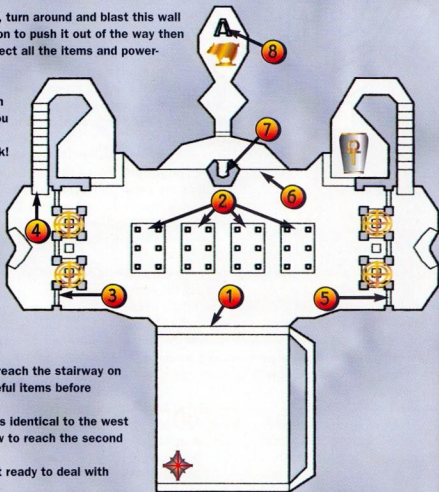
LEVEL
30



- On reaching this level, turn around and blast this wall with a powerful weapon to push it out of the way then enter the chamber and collect all the items and power-ups from inside.
- These four crushers contain mana power-ups, if you wish to collect them you'll have to be quick! Wait until the top part of the crusher is starting to rise up before making your move. Once on the crusher collect the mana power-ups then quickly jump off before you get squashed.
- Jump through this window to enter the chambers to the west.

Once inside the chamber you'll be attacked by Serpents as well as being shot at by the wall! Take care of the Serpents then head north to the stain glass window. Also in this chamber you'll notice small square holes in the floor, avoid them as they are deadly traps waiting to spike you!

- This stain glass window will not smash but can be rotated allowing you to reach the stairway on the other side. Climb the stairs to the ledge at the top then collect any useful items before jumping down from the ledge back to the main chamber.
- Jump through this window to enter the chamber to the east, this chamber is identical to the west chamber. Kill the Serpents then make your way past the stain glass window to reach the second ledge, collect any items you might find before returning to the main chamber.
- Use your weapon on this wall to lower it down allowing you to climb on, get ready to deal with more Serpents.
- Entering this small chamber will light the torch the statue is holding, this will remove the wall to the north exposing the teleporter.
- Use this teleporter to return to **Necropolis**.



LEVEL
31

DARK CRUCIBLE

thirty one



1 Carefully walk across the bridge and up to the front door, open it and enter into the chamber beyond. In the chamber, pull these two switches and then the one by the door you have just walked through, on pulling the third switch some mana will appear next to the other two switches and a Krater of might if you're lucky. You can repeat this method to stock up on mana but be warned, if you repeat this too many times enemies will be teleported into the chamber to entertain you!



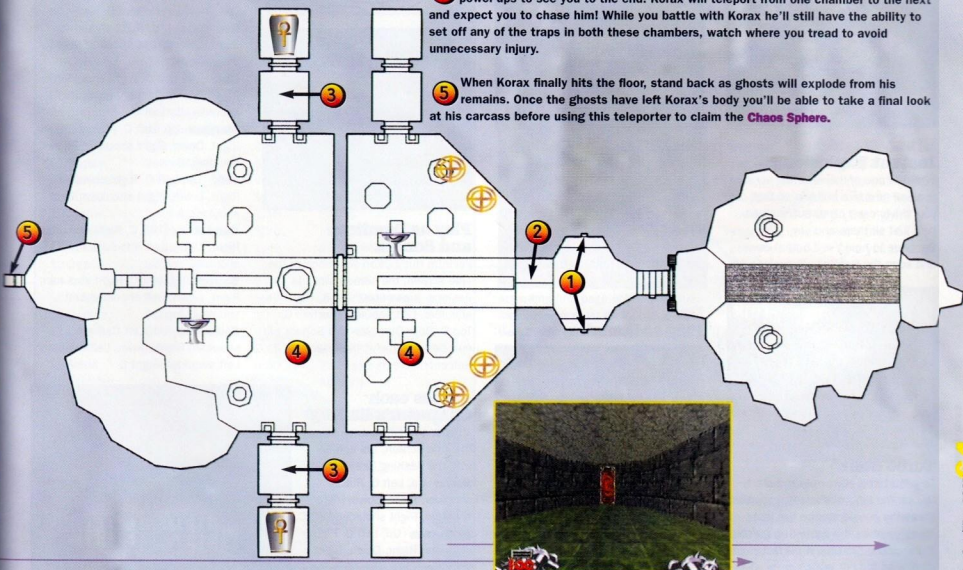
2 On opening this door you'll be faced by Korax himself. He has the ability to shoot many fireballs with his arms at the same time, powerful enough to kill you in a single hit! Korax will disappear when hit a few times and release a small army of Ettins to deal with you. Once you've wiped the floor with all the Ettins an army of Slaughtaurs will be released, use the items scattered about the chamber to help you stay alive for the next round.



3 Serpents will be released from these two small chambers as soon as you enter this area, climb up onto the platform at the north side of the chamber and use this as an advantage point. After the Serpents you'll have Dark Bishops to deal with as well as Korax sending you the odd fireball or two!

4 Once you have Korax all to yourself take some time out and collect any remaining power-ups to see you to the end. Korax will teleport from one chamber to the next and expect you to chase him! While you battle with Korax he'll still have the ability to set off any of the traps in both these chambers, watch where you tread to avoid unnecessary injury.

5 When Korax finally hits the floor, stand back as ghosts will explode from his remains. Once the ghosts have left Korax's body you'll be able to take a final look at his carcass before using this teleporter to claim the **Chaos Sphere**.



Hidden Extras

A Z GO...

THE DEFINITIVE A-Z OF HIDDEN EXTRAS FOR THE N64

Still beating your head against a brick wall? Well don't, it's bad for you! Anyway, here's something to soothe the pain, our latest instalment of Hidden Extras.



Blast Corps Instant Explosion

Whilst in one of the vehicles, position yourself next to a building so that your driver can't climb out, instead he'll just sit there and say, "doh". Continue to hold the Z button down and soon the building will explode.



Turbo Start

To get a turbo start from the start line on the time trial levels, you must press the accelerator on the last 'beep', just as the lights turn green. It's important to time it perfectly otherwise it'll not work.



Ghost Car

After completing one of the time trials, undertake the same race again but with a different vehicle. Now when you start, you'll be racing against a ghost car. The ghost car will be the vehicle that you just used and will do everything you did in the last race.

Dark Rift Play as Sonork



Perform this button sequence at the Title screen, the screen with the flashing 'press start' - Left shoulder, Right shoulder, Top C, Bottom C, Left

C, Right C. Sonork will now be available at the Character Selection screen.



Play as Demitron and Sonork

Perform this button sequence at the Title screen, the screen with the flashing 'press start' - A, B, Right shoulder, Left shoulder, Bottom C, Top C. Both Demitron and Sonork will now be available at the Character Selection screen.

Access each Character's Ending

All codes must be entered on the Title screen, the screen with the flashing 'press start'.

Aaron - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Left C.
Demitron - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Top C.

Demitron - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Bottom C.

Eve - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Right C.

Gore - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, Bottom C.

Morphix - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, B.

Mild - Up, Left C, Right shoulder, Right, Down, Right shoulder, Right shoulder, A.

Scarlet - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Left C.

Sonork - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Top C.

Zonmuron - Up, Left C, Right shoulder, Right, Down, Left shoulder, Left shoulder, Right C.





Doom 64

Super Password

W93M 7H20 BCYO PSVB

As well as giving you 100 health and armour points, all weapons, full armour and the Backpack, this code will also give you all three pieces of the pentagram which will power-up the laser rifle to maximum allowing you to kill the final boss in seconds flat.

Special Features

?TJL BDFW BFGV JVV6

Once this code has taken you to the first level, press Start to pause the game. You'll now see a Features option on the menu, this option allows you to warp to any level, gives you full health and ammo, all weapons, full map and activates god mode.



GoldenEye 007

Cheat Option

These following cheats can only be activated by completing the appropriate level on the specified difficulty setting within the time allowed.

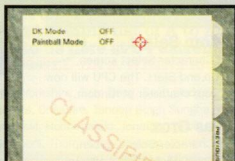


Level	Difficulty	Time	Cheat Enabled
01-Dam	Secret Agent	2:40	Paintball Mode
02-Facility	00 Agent	2:05	Invincibility
03-Runway	Agent	5:00	DK Mode
04-Surface	Secret Agent	3:30	2x Grenade Launcher
05-Bunker	00 Agent	4:00	2x Rocket Launcher
06-Silo	Agent	3:00	Turbo Mode
07-Frigate	Secret Agent	4:30	No Radar (multi-play)
08-Surface 2	00 Agent	4:15	Tiny Bond
09-Bunker 2	Agent	1:30	2x Throwing Knives
10-Statue	Secret Agent	3:15	Fast Animation
11-Archives	00 Agent	1:20	Invincibility
12-Streets	Agent	1:45	Enemy Rockets
13-Depot	Secret Agent	1:30	Slow Animation
14-Train	00 Agent	5:25	Silver PP7
15-Jungle	Agent	3:45	2x Hunting Knives
16-Control	Secret Agent	10:00	Infinite Ammo
17-Caverns	00 Agent	9:30	2x RC-P90s
18-Cradle	Agent	2:15	Gold PP7
19-Aztec	Secret Agent	9:00	2x Lasers
20-Egyptian	00 Agent	6:00	All Guns

Extra Cheat

Additional weapon cheats can be activated by completing the following levels.

Level	Weapon
18-Cradle	Magnum
19-Aztec	Laser
20-Egyptian	Golden Gun

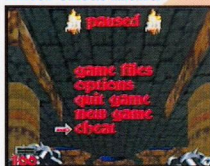


Programmers Taunts

After dying anywhere within the game, wait for about thirty seconds and you'll see childish taunts from the programmers appear on the screen.

Hexen

Enter Cheat Menu



Start a game. While playing pause the game to view the Pause menu, press Top C, Bottom C, Left C, Right C. You will see the word 'Cheat' appear at the bottom of the menu. Accessing this will enter you into a Cheat menu.



Activating first page options of Cheat menu (these must be input quickly):

God Mode (Invincibility) - Left C, Right C, Bottom C.

Clipping (you can walk through walls) - Top C (20 times), Bottom C.

Visit (level select) - Left C, Left C, Right C, Right C, Bottom C, Top C.

Butcher (kills all enemies currently on-screen) - Bottom C, Top C, Left C, Left C.

Health (gives you full health) - Left C, Top C, Bottom C, Bottom C.

Activating second page options of the Cheat menu (these must be input quickly):



All Keys - Bottom C, Top C, Left C, Right C.

All Artifacts - Top C, Right C, Bottom C, Top C.

All Weapons - Right C, Top C, Bottom C, Bottom C.

Puzzle Items - Top C, Left C (three times), Right C, Bottom C (two times).

Multi Racing Championship Short-Cuts



Downtown (Hard)

The first short-cut on the Downtown circuit is about 3/4 of the way round. After passing the windmills there's a small uphill zig-zag section followed by a left-hand bend in front of a large waterfall. As you approach this bend, head towards the tree on the right. The short-cut is just below the branches and will take you through the waterfall.



The second short-cut is in the tunnel after the waterfall. Half way through the tunnel there's a red and white chevron and a road fork sign, the short-cut is just after these on the right.



NBA Hang Time Hidden Players

To access the team of programmers from a certain Midway fighting game, enter your name as Mortal or Kombat and your PIN as 0004.

Here are some other hidden players that can be accessed by entering the corresponding name and PIN code:

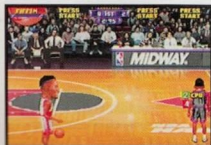
Dan Amrich	Amrich - 2020
Dan Roan	Danr - 0000
Sal Divita	Divita - 0201
Larry Munday	Munday - 5432
John Root	Sno - 6000
Sheridan Oursler	Sno - 0103
Mark Turnell	Turnell - 0322



Access Number Codes

Enter these following codes on the Tonight's Matchup screen. Use the A button to change the first number, the bottom C button to change the second number and the right C button to change the third number.

- | | |
|-----|--------------------|
| 025 | Baby Mode |
| 273 | Stealth Turbo |
| 390 | No Pushing |
| 048 | No Music |
| 461 | Unlimited Turbo |
| 937 | Legal Goal Tending |
| 709 | Quick Hands |
| 802 | Max Power |
| 284 | Max Speed |
| 552 | Hyper Speed |
| 120 | Fast Passing |



Sequence Codes

Enter these following codes on the Tonight's Matchup screen. The code box will flash if done correctly.

- | | |
|--|-----------------------------------|
| Up, Turbo + Pass | Big Heads |
| Up, Up, Pass, Turbo | Huge Heads |
| Rotate D-pad clockwise starting with Up | Shot Percentage |
| Left, Left, Pass, Turbo | No Tag Arrow |
| Hold Right and press | Hold Right |
| Pass, Pass | No CPU Assistance |
| Hold Right then press Shoot, Turbo, Pass | Red, White & Blue Ball |
| Hold Left then press | Hold Left |
| Turbo three times | Rooftop Jam |

Rodman Quick Change

You can change Dennis Rodman's hair colour by pressing the Pass button when you select your team (and you have chosen Dennis Rodman).



Tetrisphere Line Code

This cheat will allow you to play an extra game that's similar to Rescue mode. To activate this code, select Single from the Main Menu then choose New Name. Now enter your name as 'LINES'. The option for this new game will appear below the Vs. CPU option.



Level Select

This cheat will allow you to select any level in Rescue, Hide and Seek and Puzzle mode. To activate this cheat, select Single from the Main Menu then choose New Name. Next, press the Left shoulder button, the bottom C button and the right C button simultaneously, this will



change the digits into symbols. Now enter your name (using the symbols) as: Planet, Flying Saucer, Rocket, Heart and Skull. You'll now be able to select any level before starting a game.

Extra Music



Select Single from the Main Menu and choose New Name then press the Left shoulder button, the bottom C button and the right C button simultaneously. Now enter your name as: 'G (Alien Head) MEBBY'. Replace the A with the symbol of the aliens head. You'll now be able to select additional music selections within the Audio option.

End Credits

This cheat will allow you to see the end credits of the game. Select Single from the main menu and choose New Name, now enter your name as 'CREDITS'.

War Gods

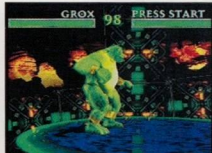


Random Select

On the Character Select screen, press Up and Start. The CPU will now select your character at random.

Play as Grox

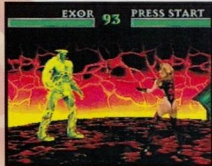
On the Character Select screen, press: Down, Right, Left, Left, Up,



Down, Right, Up, Left and Left. You'll hear "all too easy" if done correctly.

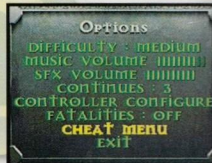
Play as Exor

On the Character Select screen, press: Left, Down, Down, Right, Left, Up, Left, Up, Right and Down. You'll hear "all too easy" if done correctly.



Freeplay

On the Title screen, press: left C, left C, Right, A, B, top C and right C. You'll now be able to Freeplay from the Options menu.



Cheat Menu

Whilst on the Title screen, press: Right, Right, Right, B, B, A and A. If done correctly you'll hear a voice and the screen will flash.

Wayne Gretzky's 3D Hockey

Lose The Game

During a game, press Start to pause then go to the Options. Whilst on the Options, press and hold Left then press the left C button 9 times. If done correctly the special digits should read: 0000001000000000. Now return to the game and continue. When the game ends the final score will be 1-0 to your opponents regardless of your previous score.

Fighting

During a game, press Start to pause the game then go to the Options menu and highlight 'Fighting'. Now hold Left shoulder button and press the right C, left C, left C, right C, bottom C, up C, up C, bottom C, left C, right C, right C, left C, right C and left C. If entered correctly a string of zeros followed by a number will appear, now return to the game for a punch up.

Choose Your Opponents

Press Start and choose Play Game or Practice. Highlight the team you wish to play against then press the right C button three times, you should hear a click if done correctly. Now start the game and you will be playing against the team you highlighted.

Super Teams

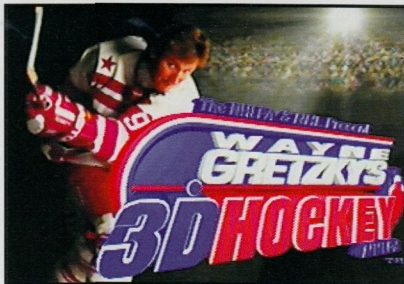
Before starting a game, select Setup from the Main menu then select Options. On the Options screen, hold the Left shoulder button down then using the C buttons press: Right, Left, Left, Right, Left, Left, Right, Left and Left. The special 16-digit code will appear at the bottom of the screen and the four super teams (Williams, the 99ers, Canada and USA) will now be available from the Team Select screen.

Advertising

On any of the menu / option screens, press the Z button to scroll through the ads that are displayed in the game. Completely useless and totally boring.

Invisible Players

During the face-off, pause the game and select Replay then use the Left shoulder button to select one of your team members or press the Right shoulder button to select one of your opponent's team members. When the player you have selected is flashing, press the Z button to make them invisible.



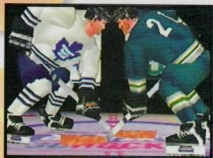
Instant Gretzky - NY Rangers Match

Highlight Play Game on the Main menu then press and hold any of the C buttons. Now press the Start button and you'll be taken straight to the face-off playing as Wayne Gretzky with the New York Rangers.

Special Codes

From the main menu, select Setup then select Options. Now press and hold the top C button and press the Right shoulder button, this will display the 16-digit code. Press and hold the bottom C button then press the Right shoulder button to change the first two digits, press and hold the left C button then press the Right

shoulder button to change the second two digits and press and hold the top C button then press the Right shoulder button to change the fifth and sixth digits. Altering the first two digits will change the player's head size, the second two digits will change the player's body size and the last two digits will change the player's height.



Yet again we're back with more goodies to give away for the best cheat, code or secret sent in.

TOP TIP

This month's DATEL Mega Memory cartridge, Game Killer and T shirt have been sent to

Andrew Boyd

from Leatherhead, Surrey

for sending in the time-base codes for GoldenEye. Spendit!

If you have any Nintendo 64 cheats, codes, passwords or anything else that's out of the ordinary that you'd like us to include in our up and coming list of A to Z Hidden Extras, then send 'em in to us here at 64 extreme (please state version), YOU TOO COULD BE A WINNER!

Contributors: Alistair Drummond, West Yorkshire. Sam Deng, Scott Hodgskin, Essex/Richard Milham, Wolverhampton. William Butters, Cheshire. Tanoo Singh Sungha, Berkshire Daniel Wilson, Middlesbrough. Andrew Czyzewski, Huddersfield. Jonathan Cavill, Shoreham Daniel Syversen, Norway. Peter McCoy, Liverpool. Thomas Joy, Brighton. Robert Johnson, Coventry. Gareth Hitchcoe, Poole. Ryan Linnell, Northants. Lee Hutchinson, Middlesex. Robert Brocklehurst, Cheshire. Lewis Pettit, Cambridge. James Harbour, Kent.



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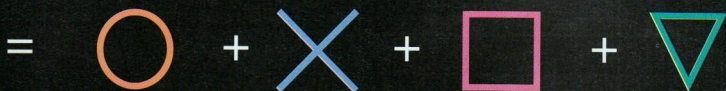
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EXTREME CHANGE

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H

ave you got something profound that you would like to share with the rest of the gaming world? Well send in your comments to the above address and you stand a chance of 'Being Frank' and winning some unbelievably horny Dattel goodies.

dear exchange...

SOMETHING THAT SURPRISED ME

I am a loyal fan of your mag. What I am writing to say is that my friend has just sent me a postcard from Italy and on it he wrote something that surprised me. Remember in issue five you said that there was no such game as Tekken 3 and the rumours about it were all made up.



Well my friend said that he went to an Italian arcade and Tekken 3 was there. I don't care if you got it wrong, you're still the best mag there is, was and ever will be.

Oh yeah, have you got any more news on DK Country 64? Just one

more thing, I've heard that Star Fox 64 isn't coming to Europe, well it will, but it will be called Lylat Wars! Tell me this isn't for real.
Tom Hannam
Wincanton

It seems that you have got the wrong end of the stick as far as our 'Tekken 3 no show' story is concerned. The point of the story was that Tekken 3 is not in development for the N64 and never will be. Tekken 3 is a highly successful arcade coin-op that will apparently be converted for the PlayStation. No news on DK Country 64 as yet and yes, Lylat Wars is for real.

SMELLY ARSED PLAYSTATION

Could you kindly put my mind at rest that my investment in my N64 was a wise one. My smelly arsed PlayStation owning friend keeps on boasting about the fact that he will be able to play games like Tomb Raider 2 and F1 97 on his PSX while us N64 owners won't be able to. Are we going to miss out on all this

wonderful software while Nintendo drip feed us a paltry few games each month?
Tino Singodia
Swindon

Right firstly, the N64 will not be getting versions of the games you mention, it will have (and already has) some stunning exclusive software of its own. When your PlayStation owning friend gets a load of the likes of Goldeneye 007 and Extreme G, I guarantee he will go rather pale and quiet. While we are on the subject let's get one thing straight, we don't want any Sony or Sega bashing in Extreme Exchange. Let's face it, each console has its own killer games and benefits. Rather than eat your heart out, fretting about the games you can't play, why don't you simply buy a PSX or Saturn, whilst still keeping your gorgeous N64. It isn't against the law to own two consoles you know, there is no such thing as console bignamy! The price of hardware is low enough now to enable most

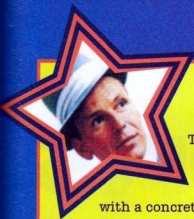
people to buy two machines. A lot of gamers have an almost soccer fan like attitude to consoles, whereby it is only acceptable to support one format. This is plain daft, a good game is a good game, regardless of the format it is played upon. Don't get me wrong, I still think that the N64 is the undisputed king of the consoles, it's just that as much as I love steak, I still enjoy the occasional burger.

THE STUPIDEST NAME AROUND

That thing you wrote about Lara Croft from Tomb Raider in 64 Extreme #5, why didn't you publish the cheat to



play the game with her completely NUDE. You do know the cheat don't



To be Frank!

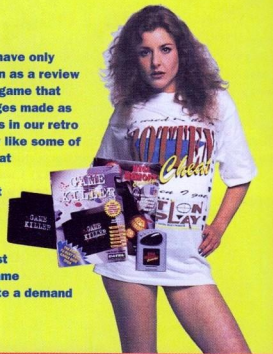
The winner of this month's 'To Be Frank' is David Waller of Hesse (that's my kind of town, Hesse is!). He wins a Datel Mega Memory card, T-shirt and Game Killer Cartridge. If you want to 'Be Frank' you have to do it my way, and send in an interesting/controversial/witty letter to the usual address. Do it now, lets not be strangers in the night or else I'll send some of my large Italian friends round from New York (New York) with a concrete overcoat for you to try on. Dooby dooby doo, da da da da da...

Just a couple of points I would like to share with you:

1. Don't you think your main reviews should be of PAL games and the import reviews should be restricted to a couple of pages? After all, 99% of your readers will not own Jap/USA N64's and are more interested in reviews of PAL games that are just coming out or have just been released. It's a bit annoying having to sift back through the magazines for the old review of the game each time a game is released over here.
2. Being a PC owner as well (though I haven't bought a PC game since I got my N64, PC games seem too blocky and jerky), I've noticed there isn't much competition between the shops on game and peripheral prices for the N64. PC games usually have an RRP of around £40-50 and you can find them in the shops at £30-40 and it is possible to shop around for a bargain. How come N64 stuff is the same price where ever you go? How about some competition/price wars?
3. Is it me or is getting a universal convertor a complete waste of time? As soon as a new game comes out, the convertor you've just shelled out on either doesn't work with it or causes strange effects/blurring/double vision. I didn't buy my N64 to endure blurry graphics and distorted sounds. And the import games cost me £10-20 more than the eventually released UK ones! Besides, as each new game comes out, more and more are being optimised for the PAL system anyway. Okay, so there is a time difference for releases but that is down to a couple of months now. Personally, I don't think the UK N64 is any slower than the NTSC one (see ISS64 for a good example), it's just sheer programmers' laziness on some games that makes it appear that way.
4. Finally, regarding the £100 price drop. I was one of the people who paid £250 for an N64 when it came out. I complained to the nice people at THE Games and they sent me a copy of Mario Kart 64! Very nice of them. So I only ended up losing out by £40, which I think is a reasonable price to pay to be one of the first owners in the UK.

Yours Faithfully
David Waller
Hesse

1. We'd love to review PAL games and put less accent on our import reviews David, but so far we have only had ten Pal N64 games to review over six issues and we consider 64 extreme's primary function as a review magazine, so what else are we to do? Besides which we always do a retro review of every PAL game that comes out, if we have originally reviewed it as an import game, in which we point out the changes made as well as thoroughly covering its good and bad points. We also endeavour to raise different points in our retro reviews and take a different slant from the original review. We never rehash our original review like some of our competitors do. I would also contest that 99% of our readers are N64 PAL owners, I think that figure would be more like 75%.
2. The fact that cartridges are the most expensive format for retailers to buy and the lowest profit yielding, deters retailers from discounting N64 games. There isn't enough competition in the N64 accessory market for the manufacturers to bother starting a price war at present, but as more companies enter the accessories arena, I expect that to change.
3. There will always be people who just aren't willing to wait six months or more to play the hottest N64 games, besides which anyone who used to own a SNES will have played the 'new import game needs a new convertor' game. By not providing simultaneous software releases, Nintendo create a demand for convertors, simple as that. If you don't like 'em don't buy 'em.
4. I love a story with a happy ending.



SEND YOUR LETTERS TO: QUAY MAGAZINE PUBLISHING · QUAY HOUSE · THE QUAY · POOLE · DORSET · BH15 1HA

you? Star Fox's new name Lyat Wars is the stupidest name around.
From Sadiqui Basit
Via e-mail

Look Sadiqui, that cheat doesn't work, it was an April Fool wind up devised by those hilarious chaps at C&VG. I'm afraid I have to agree with you about Star Fox's UK moniker. Some of the wags in

the office are already referring to it as Li-Het Wars!

FRAG THE SUCKER...

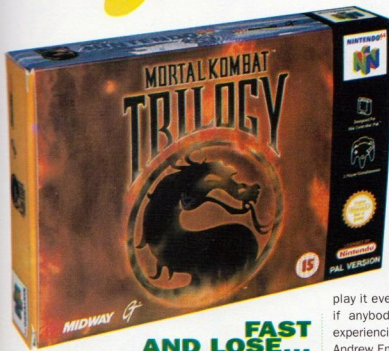
In response to last month's Letter Of The Month, I agree with everything Andy said (the argued solutions and cheats harmed a game's lastability — Ed), but if I said I was a hardcore games player I would be lying. My first

console was a PlayStation and I only got it because of Doom. Doom 64 is the only reason I bought an N64 and even then I ended up playing Turuk more. I used cheats occasionally and they didn't spoil my enjoyment one bit. Yes, cheats are for losers like me, but when you've had your arse kicked by a Cyberdemon for the tenth time, it's very satisfying to switch to god

mode and frag the sucker.
From David Tranter,
Sheffield

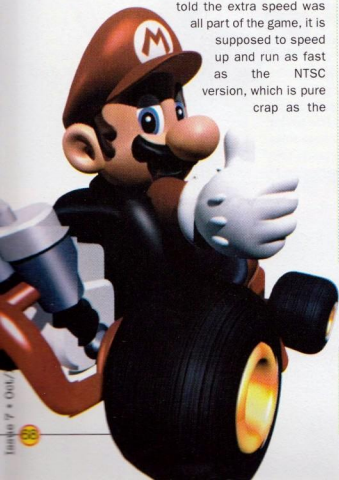
Yep, if you've paid for a game you're entitled to play it however you like, with or without cheats. However, don't you think it would be even more satisfying if you fragged the Cyberdemon without the god mode?

ask the Experts



FAST AND LOSE...

I'm writing to complain about my Mario Kart 64 Game Pak. On three- and four-player mode, the tracks speed up. In three-player mode, Donkey Kong's Jungle Parkway, Bowser's Castle and Moo Moo Farm all speed up, and in four-player mode all the tracks speed up, except those above. I have phoned THE Games limited warranty line and was twice told that there was a fault in the cartridge, but today (August 12) I was told the extra speed was all part of the game, it is supposed to speed up and run as fast as the NTSC version, which is pure crap as the



THE Games can't be with us this month as they're up to their eyeballs preparing for the ECTS trade show (we're going too, so expect a full report next issue). This month's stand-in experts are our own Pete Coulson and Ian Osborne. Take it away lads...

extra speed makes the game almost impossible to play properly.

Also, my Mortal Kombat 64 cart freezes up. THE told me I can send it back to be repaired, but it's the summer holidays and my friends come round to

play it every day. I want to know if anybody else in the UK is experiencing the same problems.

Andrew Emery
Somerset



According to THE Games, there are some random problems on some PAL Mario Karts. Send it back for a free replacement. The school holidays are over now, so you can send back your MK64 cart too. If you've any more problems, ring customer services on 01703 623200.

MORE QUESTIONS

- 1) I like Doom-style games and am glad Duke Nukem is coming to the N64. Could you tell me if any of the Alien games such as Alien Trilogy are in production?
 - 2) After the price drop of the N64 do you honestly believe new games will drop in price within the coming months?
 - 3) Any chance of a boxing game coming out for the N64 in the near or distant future?
 - 4) In your opinion, what is the best two-player racing game for the N64, not including Mario Kart 64?
- Stuart Cheal
Havant.

- 1) Alas, no.
- 2) Unlikely. Maybe in a year or so older carts could be repackaged as budget releases, but there will be no drop in the price of the latest games. There have been price wars between consoles before, none of which were followed by software price reductions.
- 3) None that we're aware of, but it's bound to happen sooner or later.

4) At the present Multi-Racing Championship, but Extreme-G looks set to steal the crown from both it and Mario Kart 64. Watch this space for further information on Diddy Kong's Racing too.

LEAD THE WAY

Can you tell me whether Nintendo have any plans to release a gadget to enable me to plug my N64 into an SVGA computer screen, so I can sit dead close without frying my brain and straining my eyes? This would release my TV for more mundane matters. Failing this, what set up would you recommend?

Moose
Willesden Green

There's nothing official in the pipeline. Whether it is possible, depends on which connections you have, for example, if your monitor accepts SVHS, Spook produce the required lead. Write to their UK distributor Proudhound Ltd at 8/11 St John's Lane, London EC1P 1EU. Failing this, ring Nintendo's customer services and tell them which connections you have (01703 623200).

SPOOK

64ex directory

Blast Corps



Playing Blast Corps is like a breath of fresh air. It's original, it looks great, it plays great and it even sounds great (well almost). The explosions are the best in videogame history. Blast Corps comes in a very close second to Super Mario 64 and Turok: Dinosaur Hunter and we can recommend that you put it close to the top of your list of wants.



Blast'em-up Issue 2 Nintendo

94%

Cruis'n USA



This was the first N64 turkey we played and hopefully the last. It may be an accurate conversion of the coin-op but that's as far as it goes. If Nintendo have let a big fish through their quality control nets, this is it. Sorry, did I say fish? I meant whale. Steer well clear, your money will be better spent in the charity box for the Salvation Army.



Racing Issue 1 Nintendo

49%

Dark Rift



Dark Rift is a fantastic looking game which features some truly original characters, unfortunately it's let down by simplistic gameplay and sloppy controls. Dark Rift still has enough going for it to be the best fighting game on the N64 and could have been a true classic if only Kronos had spent half as much time on the gameplay as they have on the visuals.



Beat'em-up Issue 6 Vic Tokai

82%

Doom 64



Been there, seen it, done it twice! You may think that it's just another console conversion with few new levels you'd be wrong. Although it keeps many of its original characteristics, Doom 64 incorporates a really smooth 3D engine accompanied by tidily redrawn sprites. Bone chilling effects throughout the game. One of the greatest games of all time gets the best conversion ever.



Shoot'em-up Issue 3 GT Interactive

93%

Thinking of buying a game? Still not decided which one to buy? Well before you put on your purchasing pants have a look at 64 extreme's at-a-glance buyer's guide to what's hot and what's not, what's hip and what's sh... well you get the idea!

Doraemon



Based on a Japanese children's cartoon, Doraemon is a simplistic version of Super Mario 64 that lacks in graphical detail, speed, camera angles and a sense of freedom. The soundtrack would embarrass a SNES game. Essentially made for the Japanese market, it's a yawnsome game you'd never want to play, even if you could understand the text. Definitely one to avoid!



Platform Issue 3 Epoch

45%

FIFA 64



FIFA 64 suffers from the same afflictions as the rest of the series, namely a fiddly control method and a feeling that you're not entirely in control of the action. It is also guilty of being far too similar to the recent 32-bit versions. It's not up to N64 standards but is playable enough once you get to grips with its awkward controls.



Football sim Issue 2 Electronic Arts

73%

The Glory of St Andrews



It may be the first golf simulator developed for the N64 but you could mistake it for a 16-bit conversion. It's that good. The landscape graphics are dire and the control method awkward to master, you can however credit your own player which is a complete waste of time considering everything else is substandard. To put it mildly, it's a load of old balls!



Golf sim Issue 3 Seta

30%

Goldeneye 007



A magnificent example of what the N64 is capable of! Rare have created the ultimate Bond licensed game. Goldeneye is a totally immersive one player game that, incredibly, is just as much fun to play in its many four player modes. Goldeneye takes the first person shooter to the next level of realms and plays like an absolute dream. Buy it!



Shoot'em-up Issue 6 Nintendo

96%

Hexen



Although Hexen is at heart merely a conversion of a two year old PC game, it is still a damn fine piece of software with oodles of gameplay waiting to be discovered. What sets the N64 version above the others is its split screen four player mode which plays surprisingly well. If you have played Hexen on any other format, then don't bother with this version, but otherwise give it a try.



Shoot'em-up Issue 6 GT Interactive

84%

Human Grand Prix



With chunky arcade graphics, Human Grand Prix looks like an impressive racing game, unfortunately though it doesn't use the full potential of the N64's hardware capabilities and could have been just another 32-bit conversion. Admittedly, it has its moments but there are too many flaws and the pop-up scenery leaves a lot to be desired. Even die hard F1 fans will tire of this quickly.



Racing Issue 3 Human Entertainment

60%

International Superstar Soccer 64



International Superstar Soccer 64 is at the top of the league as far as N64 football games go. The controls are user friendly and allow some superb moves and goals. The gameplay is fast and exciting and the animation is smoother than Barbie's bits! The attention to detail is second to none although the commentary does get repetitive and annoying after a short while.



Football sim Issue 4 Konami

95%

Killer Instinct Gold



Superb backgrounds add depth to this 2D game. Crisp and clear sound effects, and sufficient backing tracks. Good fun, especially in two player, but can be frustrating when playing the combo addicted CPU. Pal optimised, so runs fast and smoothly. Not the best fighter of all time, but definitely the best released so far on the N64. Killer Instinct fans will love it!



Beat'em-up Issue 5 Nintendo

82%

King of Pro Baseball



Graphically the game is cute, bright and cheerful. The controls are relatively difficult to master but fortunately there's a practice option that'll allow you to brush up on your pitching, batting and fielding skills. There's a large variety of options to choose from, including multi-player, but unless you can read Japanese they're pretty useless. If you're a young Japanese baseball fan who likes big heads, you'll love it!



Baseball sim Issue 3 Imagineer

70%

Mahjong Master



This is another game that has been developed solely for the Japanese market which is probably just as well because unless you're Japanese you'll not know how to play the game let alone decipher the text. The graphics and sound are adequate considering the limited gameplay but to be honest this will only appeal to a very small minority. Unlikely to be released in the UK.



Card game Issue 3 Konami

37%

Mario Kart 64



This is unconditionally the ambassador for the Nintendo 64. With eight different characters to choose from, three sizes of engines, sixteen different courses (plus a secret mirror mode), numerous power-ups and a four player mode this game has an infinite lifespan. And with a top graphics and sound, there are really no complaints against this game. This is definitely one for your collection.



Racing Issue 5 Nintendo

95%

Mortal Kombat Trilogy



MK Trilogy is just another attempt by Midway to capitalise on a well established license, knowing full well that some individuals will buy anything that says Mortal Kombat on it whether or not it is good or bad, and in this case it's very bad. It's a basic beat'em-up that falls very short of N64 expectations. Flat graphics and sound. Money for old rope!



Beat'em-up Issue 6 Midway

55%

Multi Racing Championship



With its Multiple on/off road courses and Rumble Pak compatibility, MRC is a fine racing game that all gamers will derive a lot of pleasure from. It falls just short of greatness because it is far too easy to complete, but it is still by far the best racer for the N64 (not counting Mario Kart 64 as a dedicated racing game that is) and a worthy purchase for anybody with a passing interest in the racing game genre.



Racing Issue 6 Ocean

85%

NBA Hangtime



Graphically, NBA Hangtime is nothing to shout about but the controls are straight forward and keep you in the action at all times. It offers a very comprehensive create-a-player option as well as a four player mode that all add to the fun. If you want the equivalent of the NBA Hangtime arcade machine in your home, buy it.



Basketball sim Issue 2 Midway

72%

Turok Dinosaur Hunter



Turok is a most impressive shoot-'em-up that takes this spot. The graphics are well drawn with decent sprites and the mist effects greatly increase the eeriness and atmosphere. The controls are a little unusual but effective and easy to use with a little practice. Turok was the first official game to be censured, but options do allow you to toggle the blood on and off.



Shoot-'em-up Issue 1 Acclaim

97%

Pilotwings 64



Although Pilotwings 64 is not an original idea, there's something about the game that takes you into an element of its own. The graphics of this free flying extravaganza are beautifully rendered and smooth, the controls are user friendly and the gameplay is highly addictive. This is one of the few games that takes advantage of the N64's power and it shows. Highly recommendable.



Flight sim Issue 1 Nintendo

90%

War Gods



The fighters themselves look very nice but the animation is stilted and the frame rate is slow. The 3D backgrounds are well detailed. Eerie sound effects and music. Fast and frantic action, but tough CPU AI may put some people off. There is not enough depth to keep most gamers interested for a very long time. War gods is doomed to be fun for five minutes then forgotten forever.



Beat-'em-up Issue 5 GT Interactive

65%

Shadows of the Empire



The game starts off great but after a while can get a bit repetitive and tiresome, especially on the first person perspective levels. The outdoor scenery is well drawn and pleasing to the eye and the sound well orchestrated but the gameplay is pretty much predetermined and doesn't allow any room for freedom. It's got that Star Wars feel about it but you'd expect something more.



Shoot-'em-up Issue 1 Nintendo

86%

WaveRace 64



This is another one of Nintendo's stunning titles that takes full advantage of the N64's capabilities. The riders and jets are made up of beautifully coloured and solid polygons. The waves look and feel realistic, the controls are simple and well suited to the analogue stick and the two player mode truly enjoyable. WaveRace 64 is a most fun and relaxing gaming experience providing jet powered fun.



Racing Issue 4 Nintendo

94%

Star Fox 64



Star Fox 64 is a very impressive space shoot-'em-up and the first N64 game to utilise Nintendo's Rumble Pak. The game itself consists of fifteen various battle zones all of which are defined by how well you performed on the previous level. The gameplay is adrenaline pumping and addictive, the graphics are flawless with imaginative designs giving each battle zone its own unique feel, the sound effects are top class and fit the game perfectly and the speech samples clear.



Shoot-'em-up Issue 4 Nintendo

95%

Wayne Gretzky's 3D Hockey



This is a superb sports sim that's fast, fun, easy to play and really enjoyable, especially in four player mode. The animation is smooth and makes good use of the camera angles even when things hot up. The controls are relatively basic but allow you to pull off a few fancy moves to put your opponents to shame. A very polished piece of arcade software.



Ice hockey sim Issue 2 Midway

85%

Super Mario 64



If you'd heard that Super Mario 64 is the best video game ever, it's probably the truth. It's a truly stunning 3D adventure game that incorporates textured matted graphics to create three dimensional environments, 360 degree movement that allows more character freedom than ever seen before and a variety of view perspectives that greatly increase the scope for puzzle solving.



Platform Issue 1 Nintendo

97%

Wonder Project J2



Unfortunately this is another Japanese game that'll not reach our shores, officially. Wonder Project J2 is an interactive moulding game in which you teach a young girl the ways of life. The 2D environment is acceptable, but the sound is very poor and many of the sound effects are worthless. Although the gameplay won't give you Nintendo thrills, the outcome of your answers can be very rewarding.



God/sim Issue 4 Enix

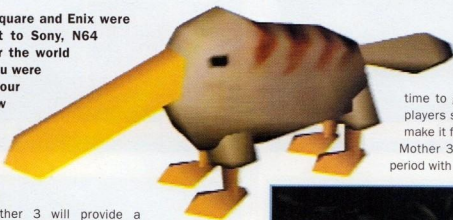
75%

Mother3

Publisher - Nintendo
Developer - Nintendo
Released - March 1998

So you want a realistic role playing game? You want something that's going to set new standards for the N64? No problem, you want Nintendo's first RPG to be released on the rather sexy 64DD add on: Mother 3.

When developers Square and Enix were rather sourly lost to Sony, N64 RPG fans all over the world were left sobbing. Well if you were one of them you can stop your whimpering right now because Nintendo are showing what RPG's are really all about with one of the most exciting games we have previewed to date.



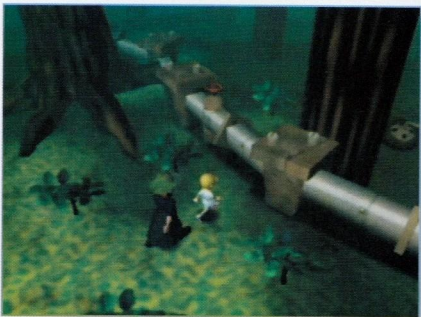
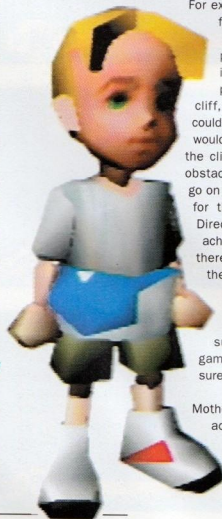
Mother 3 has multiple routes to take that should extend the replayability of the game tremendously. "Most RPG's have a straight path that takes a short time to get through. In this game we will make players spend time off the main street. This will make it feel more like the real world". Mother 3's story will take place over a ten year period with twelve different chapters within this time

Nintendo promise that Mother 3 will provide a completely unique playing experience for everyone that buys the game. "How are they going to do that?", I hear you ask. Read on very carefully...

By utilising the enhanced memory capabilities of the 64DD device, theoretically speaking almost anything is possible.

For example, if a player was to drop some food whilst on a long journey, a hungry monster could be attracted causing problems for the player. A more interesting example is if you were to plant some seeds at the bottom of a cliff, a tree could grow which the player could climb to get up the cliff. Another player would just perhaps find another way around the cliff and run into completely different obstacles along the way. You could literally go on forever creating different possibilities for the game and that's what the Art Director, one Benimaru Itoh wanted to achieve. "In the case of Final Fantasy VII there are a million people playing exactly the same game. If we sell a million copies of Mother 3, Mr. Iwata wants there to be a million different games out there", says Mr. Itoh. "I'm not sure I will be able to make everyone's game that different, but Mother 3 will surely be a step in the right direction".

Mother 3 will surely be an epic RPG and according to Nintendo, epic is a word that shouldn't be taken lightly. Mr. Itoh estimates that the game should have at least 40-60 hours of playing to get straight through. As



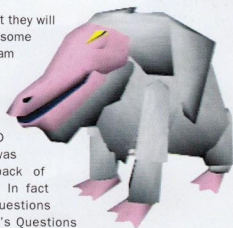


span. This may sound pretty straight forward but it's possible that, for example, chapter 5 will happen before chapter 3 and you will control a different main character according to the chapter you are in. It was considered that Mother 3 should be multi-player due to the amount of different playable characters in the game but due to the complex AI (artificial intelligence) that idea has now been scrapped. What you essentially have is a single player game, but you can control teams of up to four characters.

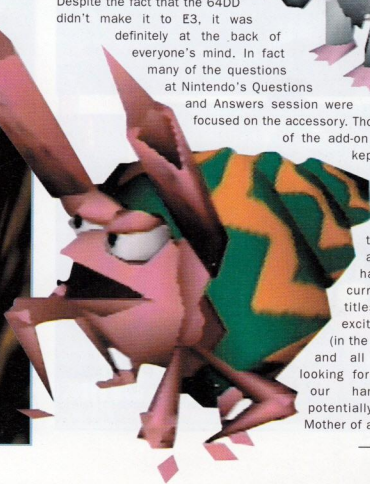
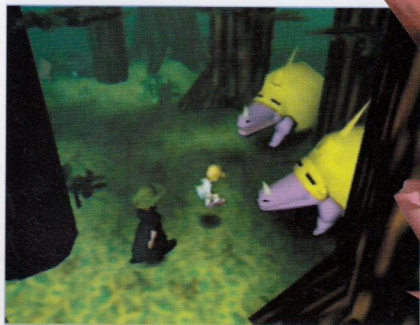
When asked how the battle system will work in Mother 3, Mr. Itoh was relatively vague, "As found in any RPG, when you encounter enemies, the screen will change to the battle mode. However, you will be able to see the monsters on the map view". When asked what he thought of other RPG's that have repetitive battles he simply replied,

"There will be fewer battles but they will be of a higher quality. We have some great ideas but unfortunately, I am always scolded by the team for saying too much about this subject!".

Despite the fact that the 64DD didn't make it to E3, it was definitely at the back of everyone's mind. In fact many of the questions at Nintendo's Questions and Answers session were



focused on the accessory. Though many details of the add-on were still being kept under wraps, it was confirmed that Mother 3 will definitely be available on the launch date along with a handful of other currently unnamed titles. This is really exciting news and we (in the office of no work and all play!) are all looking forward to getting our hands on this potentially Earth moving Mother of a title.



Mission Impossible

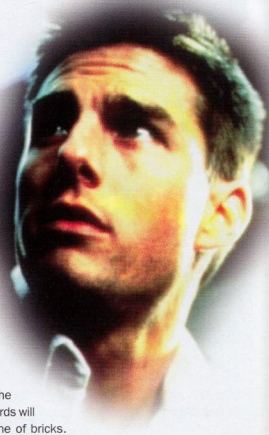
Publisher - Ocean
Developer - Ocean
Released - 1st quarter 98

Ocean's new title, Mission Impossible, can only be described as a spy simulation game licensed from the hit movie and the T.V. series. Is the spy life all it's cracked up to be? "Careful! That's no ordinary stick of gum!"

The game sees you in the boots of Ethan, one of the Impossible Mission Force agents. You have to play your way through six or more missions that each have different objectives. The plot takes you on a secret mission that goes horribly wrong. You are left alone to fend for yourself while the rest of the Impossible Mission Force are sent to kill you because they think you're someone else. Poor Ethan, that's an Impossible Mission if ever I saw one.

Ocean are tackling the game by mixing very tactically aware gameplay with some of the most complex artificial intelligence ever used for the home market. A good example of this is the Embassy Mission. You have to get your hands on an invitation to another room and you know there's a man not far from you with one but won't give it to you. What do you do? You have to be clever and sly as you can't just kick the crap out of him because the guards will come down on you like a tonne of bricks.

Maybe you ought to wait for him to make a move somewhere quieter so you can knock him out undisturbed and then take the invite, like the bathroom perhaps? This is what pulls Mission: Impossible away from the Doom style that it graphically represents into what could turn into a whole new genre of games playing.





Mission: Impossible uses a brand new artificial intelligence specially developed by Infogrames which allows the game to have such complex touches. This allows your actions within the game to be countered with a reaction from the computer controlled characters as if they were thinking for themselves. If you play the game in a similar vane to the likes of Doom and run around shooting at will you will attract attention to yourself. Soon you will find yourself outnumbered by guards and have alarm bells ringing all over the shop. If you act in a more subtle manner and use your wits more than your firepower you will progress through the missions more smoothly. As you do get deeper into the game you will be able to go into hand-to-hand combat with your adversaries. This will be quite simplistic, presumably to keep the game flowing. You will have kicks for long range attacks and punches and headbutts for close range attacks that can render your opponent unconscious! Ouch.

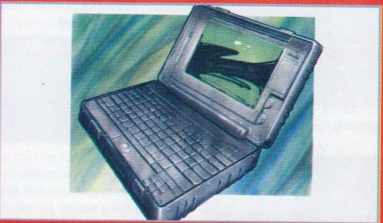


When you're fighting or just walking around the vast missions the action will take place from a third person perspective, i.e. from behind Ethan in much the same way as Tomb Raider. You can roll, duck, jump and crawl along the floor if you have to. When you do use your vast array of weaponry the action changes to the style of Doom although your arm and head will be visible but transparent. This gives the game more appeal as the graphics aren't constant but changing to suit the action.

Ocean are apparently talking about modern play for the game which, when you think about it, opens up a whole new kettle of games playing delights. This would beat Doom death-match and Quake world any day, just think of the possibilities! The 64DD might just be getting a look in too with a whole host of possible mission packs which extends the life of the game enormously. This is all really exciting, but the game has not had its finishing touches yet which could take a little while due to the use of the new artificial intelligence technology. Let's just pray that Ocean can deliver what they're promising in the finished version, because I think I'm going to enjoy the spy life.

TOYS FOR THE BOYS

If I was an IMF agent left alone in the mist of a deadly mission I would be pretty damn naked without this selection of rather nifty gadgets. Though the computer, wrist monitor and mini headset are vital spying equipment, you wouldn't catch me leaving my bed without my trusty explosive chewing gum. Mission: Impossible allows you to use this to devastating affect. If you give it to a guard you want shot of just slip him a stick of chew bang and he'll be history before he can work out what flavour it was! Wicked.



MISSION: IMPOSSIBLE

ClayFighter

63 1/3

The mad scientist, Dr Kiln, is again trying to take over the world. But luckily, a small group of ClayFighters have landed on the desert island of Claymodo to halt his sinister plans.

Publisher - Interplay
Developer - Interplay
Released - TBA

ClayFighter 63 1/3 is a lighter look at the fighting genre, a mixture of humour, clay and combos. As with the two previous SNES ClayFighter titles, 63 1/3 is still mainly designed to make you laugh, but to increase its acceptance into the gaming world, large linked fighting moves have been added. These, keeping in feel with the nutty antics of the characters, can apparently stretch into 2000 hits, but I personally have only achieved 263, which seemed to be long enough without becoming ridiculous.

Characters

Danger Productions built the wacky clay characters. These in turn were filmed with motion capture technology and then digitised into the game. There are twelve characters available to play as from the start.



Bad Mr. Frosty

Recently became a pilot for ClayFighter Air after working for several years as a lounge singer in Vegas. Now he's stranded on Claymodo, the hide-out of the man who wants to control the North Pole, Sumo Santa.

The Blob

Returns from former ClayFighter showdowns. Fights by morphing himself into objects that are useful for hitting, clubs, axes, anvils, etc. No one knows where his loyalties lie.



Bonker

Former star of the Bungling Bros. Circus. Flew to Claymodo after an evil prank with flaming poodles. He is now planing another hideous joke - the destruction of Claymodo itself.



Boogerman

This farting, spitting, belching super hero has come to Claymodo to free it from evil. After being a smash hit in his own Interplay extravaganza (on the SNES and Mega Drive), Boogerman found an uncontrolled urge to rid the world of wrongdoers.



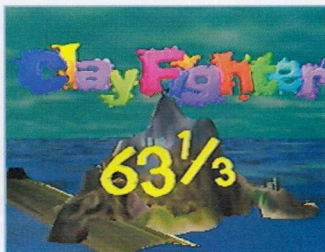
Hobocop

An embarrassment to the force due to his heavy drinking, but still has a heart of gold. His last dream is to help Bad Mr. Frosty bring Kiln to justice. Only time will tell if Hobocop can kick the habit.



T-Hoppy

The Kiln Systems T-Hoppy Model 101 Cybernetic Rabbit Organism was created by Dr. Kiln as a personal bodyguard. T-Hoppy turned on his master and then fled to roam Claymodo, but vowed to return to take revenge.



Hongan

A native witch doctor of Claymodo. A sympathiser to Dr. Kiln, but has his own ulterior motives of sending the world into depravation. But first he must turn the Zappa Yow Yow Boiz into mindless zombie slaves.

Ickybod Clay

The former Pumpkin King now haunts the shadowy depths of Claymodo inflicting terror deep into the hearts of the innocent. His only challenge in life is to prove that there's nobody he can't scare.



Dr. Kiln

Dr. Henerik Kiln took refuge in the isle of Claymodo after being evicted from Mudville due to unacceptable experiments. Hiding in a secret volcanic lab he continues his dirty work.



Kung Pow

A former cooking show host, but now an ambassador for good will and justice. Still uses his cooking utensils in his fight, including a plucked chicken and a wok.



Lady Liberty

She is one of Dr. Kiln's wicked experiments. Once a statue but now a mutant clayoid after being covered in his clay-o-matic dust. She has vowed to revenge Kiln.



Taffy

He was once a trampoline in the Bungling Bros. Circus, and now feels the need to hunt down Bonkers and bring him to justice before he destroys Claymodo.



HIDDEN CHARACTERS



There will definitely be hidden characters in the finished game. Here is a list of who we know are lurking around somewhere in the game - High-5, Zappa Yow Yow Boyz, Sumo Santa, Lackjaw Pooch and Earthworm Jim. All should be revealed next issue of 64 extreme, when we will reveal if Clayfighter 63 1/3 is crock or baked to perfection in a full four page review.



All of the characters each have many unique fighting moves and the finished version will include three fatalities for each or, in Clayfighter terms, Clayalities. These will comprise of spoofs of other games, such as Mortal Kombat's Babalities.

All of the characters in the game also react to being hit as well. Depending on which part of the body they receive a blow to will determine a small animation sequence. Interplay describe this as 'Situation Hits' and have added these visual effects to add humour and longevity.

There are many fighting arenas and as a fight begins the camera pans around the area to show close-up details of the various objects within the arena. Each battlefield also has sub-areas, these can be entered when a



fighter is hit into the wall of the adjacent area. The fighter will smash through the wall in a shower of debris and land in the next room. The other fighter will then automatically jump through the gap and continue the onslaught in the next section. As the backgrounds look very inviting, this feature will capture the player's eye and add interest to each battle.

Instead of huge amounts of blood gushing from a competitor when hit, large lumps of clay called 'Chunks' splatter around the screen. 'Spillits' are also included in the game, these are items that fall from a character when he lands after being thrown, for example, candy and presents appear from Sumo Santa and chickens from Hongan the witch doctor.

'Spillits' can be increased in the options screen from Normal to Psycho or even turned off.

All of the characters have a large repertoire of speech. These were recorded by many famous voices, including Dan Castellaneta, the voice behind Homer Simpson. The speech works well with the fighters and adds even more humour to the game. A competitor will announce the move they are performing, again all of the moves have allegedly hilarious titles. Grunts and groans are also heard from the losing fighter and screams of pleasure from the winner.



WIP

Welcome to a brand new 64 extreme feature. In this and every issue, we'll bring you the latest and greatest screen shots from games that are still in development - hence Work In Progress. Here at the 64 extreme pleasure palace we often get hold of really great screen shots but find there's nothing we can do with them. This is where this feature proves its worth. If we've a piece of news about a forthcoming game, it goes in the news column. If we've lots to say about it, we write a preview. WIP is here to show off a game's stunning graphics, pure and simple.

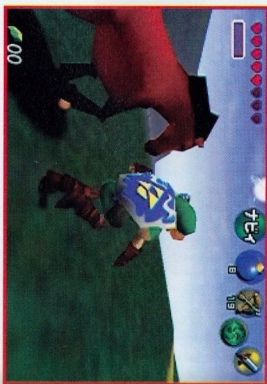
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CONES HOTLINE

The number shown on the cones indicates what percentage of the game is complete. If the cone shows 20, for example, it's a long way off yet. If it shows 95, though, the programming team are probably already making up excuses why it won't be ready on time!



WORK IN PROGRESS



ZELDA 64

WE'VE LITTLE TO ADD TO WHAT WE'VE ALREADY OFFERED IN THE NEWS SECTION HERE, BUT THOUGHT THESE EXCELLENT NEW SCREEN SHOTS WERE TOO GOOD TO IGNORE. WORK IS PROGRESSING AT A FAIR PACE, AND AS YOU CAN SEE, THE GAME IS LOOKING GREAT. IT'S UNDERSTOOD THAT, AS IN PREVIOUS ZELDA GAMES, THE VARIOUS TOWNS WILL HOLD EVENTS AND MINI-GAMES. THESE ARE EVENTS THAT MUST BE FREQUENTED TO GAIN MATERIAL AND TO MEET VITAL PEOPLE. CONVERSATION IS THE LINK TO LEARNING HOW TO SOLVE MYSTERIES, HOW THIS WILL BE ACCOMPLISHED IS NOT YET KNOWN, BUT A NEW CO-OPERATIONAL SYSTEM MIGHT BE PREFERRED OVER MESSAGE WINDOWS, SO DON'T RUSH OUT AND BUY A JAPANESE IMPORT UNLESS YOU SPEAK THE LANGUAGE!

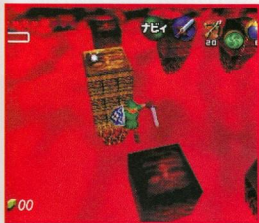
THE TEAM ARE STILL WORKING ON HIS FACIAL

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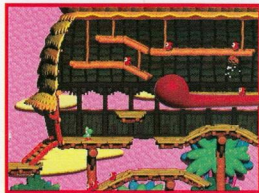


EXPRESSIONS AND OTHER SUCH REFINEMENTS. WITH ANY LUCK THE GAME (OR AT LEAST THE CARTRIDGE VERSION OF IT) WILL BE RELEASED BEFORE CHRISTMAS, THOUGH FRANKLY WE ONLY EXPECT THE JAPANESE VERSION TO DO SO. THE AMOUNT OF DIALOGUE INVOLVED (TEXT OR SPEECH) MAKES FOR SLOW CONVERSIONS, AS EVERYTHING MUST BE TRANSLATED INTO ENGLISH. KEEP WATCHING THE NEWS PAGES FOR FURTHER INFORMATION ON RELEASE DATES.

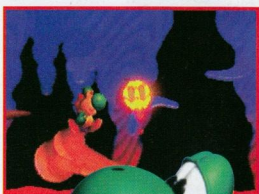
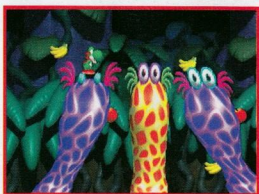


YOSHI'S STORY

ORIGINALLY CALLED YOSHI'S ISLAND, THIS OUTING SEEMS TO HAVE LITTLE IN COMMON WITH THE SNES VERSION - PERHAPS THAT'S WHY THEY CHANGED ITS NAME. INFORMATION IS STILL THIN ON THIS ONE, BUT IT



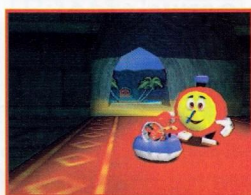
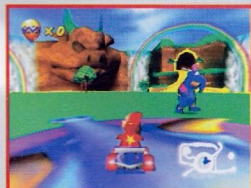
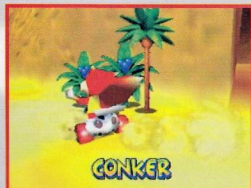
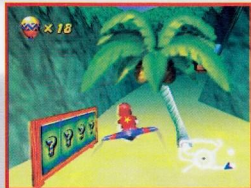
APPEARS TO BE A 2D PLATFORMER WITH PSEUDO 3D BACKGROUNDS. CURIOUSLY, YOSHI APPEARS IN DIFFERENT COLOURS ON DIFFERENT SCREEN SHOTS. PERHAPS THIS REPRESENTS A POWER-UP HE'S USING, OR MAYBE THE OTHERS ARE FRIENDS OF HIS. ONLY TIME WILL TELL...



work in progress

DIDDY KONG RACING

THERE'S NOT MUCH WE CAN ADD TO OUR NEWS ITEMS EARLIER ON PAGE SIX; THE GAME STILL LOOKS GREAT, WE'RE STILL LOOKING FORWARD TO PLAYING IT AND RARE ARE STILL PLAYING THEIR CARDS CLOSE TO THEIR CHESTS REGARDING ADVANCE INFORMATION. WHAT WE HAVE GOT FOR YOU, THOUGH, ARE SOME GREAT SCREEN SHOTS. GOOD GRAPHICS DON'T NECESSARILY MAKE A GOOD GAME, BUT JUDGING BY WHAT WE'VE SEEN OF THIS BEAUTY IT COULD PROVE A REAL WINNER.

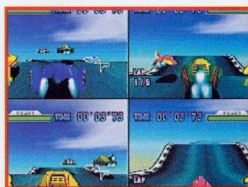


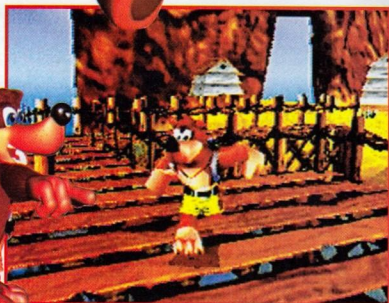
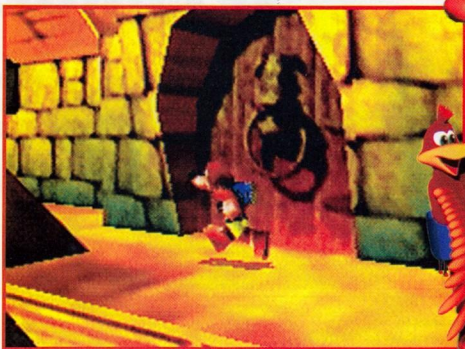
F-ZERO

THIS IS THE SEQUEL TO THE SNES CLASSIC, THE FUTURISTIC RACER THAT USED NINTENDO'S BREAKTHROUGH TECHNOLOGY, MODE-7. THE ORIGINAL GAME WAS ONE OF THE FIRST GAMES EVER TO BE RELEASED ON THE SNES, BUT DESPITE RECEIVING RAVE REVIEWS THERE'S NEVER BEEN A SEQUEL - UNTIL NOW. THE N64 OPENS A WHOLE WORLD OF POSSIBILITIES, ESPECIALLY AS GAMES GENIUS SHIGURU MIYAMOTO IS ONCE AGAIN IN THE DESIGN CHAIR. THE VEHICLES FROM THE ORIGINAL HAVE BEEN BROUGHT BACK AND UPDATED FOR THE 64 VERSION, LOOKING VERY SIMILAR TO THE



CRAFTS EXPERIENCE IN PSYGNOSIS' WIPEOUT. THE NEW GAME WILL FEATURE SOME BRAND NEW CRAFT TOO. MIYAMOTO CLAIMS THAT THE GAME WILL RUN AT 60 FRAMES PER SECOND. AS YOU CAN SEE FROM OUR LATEST SHOTS A TWO, THREE AND FOUR PLAYER SPLIT SCREEN OPTION HAS NOW BEEN ADDED.





BANJO-KAZOOIE

MORE PLATFORMING MAYHEM IN THE MARIO 64 MOULD. THE GAMEPLAY IN BANJO-KAZOOIE APPEARS TO TAKE ON AN INTELLIGENT TWO CHARACTER ASSOCIATION INTO THE PLATFORMING GENRE. BANJO THE BEAR AND KAZOOIE THE BIRD (WHO SITS IN BANJO'S RUCKSACK) CAN EXECUTE AS MANY AS 24 MOVES. THE GAME IS OVERFLOWING WITH CREATURES AND PICK-UPS - A HUGE BULL, GARGANTUAN CRABS, AND MASSIVE ANTS ARE EXPERIENCED IN THE FIRST LEVEL, AND MUSICAL NOTES AS WELL AS FEATHERS ARE AMONG THE VARIOUS PICK-UPS. BUT TO PROGRESS ON TO THE NEXT LEVELS, THE CREW MUST FIND THE OBLIGATORY PUZZLE PIECES PLACED THROUGHOUT THE GAME.



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Can Nintendo make make their project reality?

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Zelda 64
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